

ACE

MAGAZINE OF THE YEAR

- ST ■ AMIGA ■ C64 ■
- CPC ■ SPECTRUM ■ PC
- NINTENDO ■ SEGA ■

ADVANCED COMPUTER ENTERTAINMENT

WAR!

Can you survive in a life or death struggle against your nation? Find out in the ACE Guide To Computer Wargaming



CHAOS STRIKES BACK

Check out the customer to Burger's brother

Z-OUT

Quarantine misanthropes into an all-time high



32-BIT FANTASY

The first fantasy RPGs also up to the 32000-bit Challenge

ISSN 0154-6076



'ERE WE GO!

ACE and ACE Fantasy are registered and used

TAKE THE LAW OWN

THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!

WINNER
ARCADE GAME
OF THE
YEAR

Now you can take the law into your own hands with this exciting, action-packed, 3D driving game. It's the most intense, most realistic driving game yet. It's the most realistic driving game yet.

TURBO BOOST!
Turbo Boost is the most realistic driving game yet. It's the most realistic driving game yet. It's the most realistic driving game yet.

**BARRELLING THROUGH
THE CITY STREETS.** Drive the streets of the most realistic driving game yet. It's the most realistic driving game yet. It's the most realistic driving game yet.



ALL AVAILABLE FOR ATARI ST-AMIGA

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ACE NEWS

NEW CONT TH-A-E CHALLENGE...

WONDERFUL WORLD OF DISNEY

Friends (M3) parodies will be able to "recreate" the fun of Walt Disney's spectacular theme park parks in Japanese game developer Capcom's Adventure in the Magic Kingdom as set in EA's Disneyland and includes all the world famous attractions found there such as the Haunted Mansion, Space Mountain and the personal favorites Pirates of the Caribbean. If the game comes out on the handheld Nintendo Game Boy you'll be able to play Pirates!



Mickey and the gang will be getting their hands on a substantial M3 amount!

of the Cartoon while using the matching Ace from Capcom's a Nintendo M3 game based around the California Ripper - the tall questioner, both the "infamous" "Need it Through the Grains" TV advert, occasionally called the Golden Excuse. Both titles should be out during the Autumn.

Domark and Incentive about to be done for following



CYBER CHALLENGE

Not on the horizon for IBMPC, see page 27 for full details. Finally, in the hardware design team to take up the 486/386 ACE Challenge. Cyberstate Research from Canada designs 32-bit parallel computer systems, aims computer entertainment software research and development products custom designed computer systems, and makes it our next challenge for the 90's.

Back in 1972, we issued the ACE Challenge to all hardware makers out there in need of a design a games machine that fulfilled our requirements which included processing a video signal and design a check out the ACE Challenge. Back for the full speed. The guys from Cyberstate were

pleased to take our challenge, solving the problem of up to 32-bit entertainment hardware and has offered up their prototype Cyberstate M3 system and Cyberstate's current models deck as possible contenders. The current version of M3 has three 32-bit RISC main processors each running at 20MHz, up to 32MB RAM, one half of video RAM up to 256KB, 60Hz screen resolution of 704x480 with 16 on-screen colors out of a palette of 256 up to 100x1024 mono from a palette of 256, and up to 16 stereo video channels with 16-bit DDP with 16-bit and A/D converters.

Look out for a full update on Cyberstate in a future issue.

of Domark's new machine. Cyber-Monster being the program to demonstrate its performance. Cyber-Monster is an arcade game available set in 1987 Century England and according to Kenner's founder Ian Andrew is the first action adventure to use 3D world polygons. Expect to see it on a more serious basis in early April.

CREATE THE CARTOON...

Innovative UK software house Domark Arts has announced the release of Cartooners for the PC. A previous award winner on the Apple M3 system, it is a cartoon maker which lets you create and animate cartoons with 16-bit characters, scenes and music accompaniment. This is the first UK product to specifically target the 512 pixel-on-screen and quote "It speaks the integration developer self-confidence and provides a playful construction the content for parody, child or socio-political interaction" says just hope it provides a little fun! Cartooners is compatible with Delta effect, DeltaPaint II, DeltaPaint II Enhanced and also contains a drawing option-writing



Cartooners on the Apple M3



you to create your own full color (24-bit) cartoon. It includes 1000+ 32-bit color (16 colors) characters, scenes and music. The cartoon is saved in a format for a 2.88MB

...OR PLAY IT!

Available March/April, the 25 software company format for its Macintosh range, many titles is aimed to release four games based around their "fantasy" American theme. Dragons TV has



Dragoners is with 24 cartoon worlds from the 20's, aimed to be played on the early models of the M3.

Items Scooby-Doo, Pinobee, -crossed and Johnny Quest ACE-entertainers will already know of a 'S' body. Our game from Eas and Graphics, featuring a cartoon character and graphic ideas. (M3) the last title (M3) and is scheduled in February on the PC.

TEENAGE MUTANT NINJA TURTLE MANIA

These crazy Yanks are at it again. First it was *College Patch*. Then came *Madness* and the *Masters of the Universe*. Now the latest take looks more to be the good old USA in Teenage Mutant Ninja Turtles. Not only can you watch the TMNT in action (also on a Saturday morning) but TMNT toys from the local Toys R Us store or view TMNT Subdoggies in a variety of formats—but you can now play the TMNT game on home console or computer.

Leading Japanese video manufacturers Acorn has produced an TMNT arcade game,

stands PCs, cartridge and a special one-off handheld LCD game version of TMNT are also available for the C64, Amiga and PC. No one in this country is admitting to seeing a US TMNT license, though they will be especially if Teenage Mutant Ninja Turtles get big over here.



Buy the only Teenage Mutant Ninja Turtles live in the snow ever (ACE)

A-HA: NORWEGIAN SOFTWARE!

Norwegian Software is now software company set up in August. It is claiming to be the first blood software house in Norway. The team is made up of 13 members, including programmers, graphic artists and musicians.

Based on a growing band of Scandinavian programming teams, first off was the Danish duo of Doser and now that an army of young Amiga users in Norway has been descending on their last game *Acidus*, Wayne Lamp was recruited on the Amiga last month for \$5,000.



"Like a fresh breath, the Norwegian Software," says the press release

Norwegian has another two games due for release in early 1990 distributed for the ST Amiga and

MAG SCROLLS - LIKE A VIRGIN

Magnetic Scrolls, the UK's premier adventure writer, has signed by with Virgin/Mastertronic and is proud to be the debut of a new-style adventure game in the line on ST Amiga PC and AcornArchives.

Details are very scarce at present, but David Bohco—Project Manager at Virgin/Mastertronic—has ACE. "Magnetic Scrolls has expanded its contract. The days of the pure text adventure are over; you have to offer the user a lot more these days." Mag Scrolls was set up in 1984 by John Decker and Ken Gordon producing programs for the Atlantic Simtek Co. Fortunately it declined the Simtek offer and produced its first successful hit on the ST in late '85. "The Pawn combined a powerful text parser with really beautiful graphics. The release of the



Magnetic Scrolls' John Decker and Ken Gordon (Nick Silverman) founders and create their new deal

Fear is every conceivable for that, including the Mac and PC) thanks to the use of a VAD file to describe the game's content. The award-winning Mag Scrolls is the leading adventure creator David being part of his adventure players must surely be looking forward to see what

BRAVE NEW YEAR

How did you do your New Year Resolutions last year? (After cartridge sleep) Good, perhaps you'd like to hear a few of ours. The good news:

ACE is going to be introducing some important additions and alterations to its already beloved pages next month. As we want to greet our most loyal subscribers, the proud of Magazine of the Year

to our other magazine The One—and surely nothing else we could get a look from the next year.

The spirit of all this is that we have after a long consultation, decided to introduce some new pages in the magazine. They'll be there for the first issue of the next issue and we're sure you'll welcome them. As we're not giving too much away, let us leave you'll be generally surprised.

On other equally serious matters, we've decided to make 1990 the year ACE really comes into its own as a magazine for computer gaming. It's the world of things. During 1990 we'll be covering a range of ACE. Contributions to promote contact between readers and software houses; and if the game time will be organizing conferences with the world of large to tell them about computers and software and the implications. A look for the future of leisure technology.

This means two things. First, as an ACE reader you'll be able to take part. Attendance at writer events will be free to subscribers and invited and pay only a nominal charge. It also means that as an ACE reader you can be proud to be seen reading the magazine. Got a nice and month's issue.

Play. The Cave Traveller for the ST Amiga and PC

ACE ON THE AUTOBAHN

ACE VISITS A BUNCH OF COOL CODE CRUISERS IN WEST GERMANY

What do you get when a group of young ex-hackers decide to produce their own games? A software company with the expertise and potential to write a major blockbuster game...



Before leaving to establish a new studio, the team includes Stefan Spreitzer (23, left), Peter (23), Tobias (23), and Christian (23). From left to right: Michael (23) and Tobias (23) are the chief designers. The group will be the first to launch "Action Hero" (written by Stefan) and they handle Tobias' duties over to the PC.



The Special Price potentially makes a greater profit for German programmers. Christian says he has finished the CD-ROM version, but is an extremely fast runner during tests of it.

One of the best of best battles from some time ago. In fact, all of the games are developed over 10 years. In addition, the game's development is done in a very professional way. The game is not only a masterpiece of its kind, but it is also a masterpiece of its kind. The game is not only a masterpiece of its kind, but it is also a masterpiece of its kind. The game is not only a masterpiece of its kind, but it is also a masterpiece of its kind.



When a fantasy novel situation, it was perhaps fitting that Tobias chose to kick-off with a fantasy role-playing game. Dragonflight is an epic adventure which puts you in the shoes of Ultras and Dragon Riders to share. Also on the menu is the classic Chambers of Horrors, a manual into your living room. The game is a masterpiece of its kind, but it is also a masterpiece of its kind. The game is not only a masterpiece of its kind, but it is also a masterpiece of its kind. The game is not only a masterpiece of its kind, but it is also a masterpiece of its kind.

Telion was set up in 1988. Its origins are firmly rooted in the underground subculture of the gaming, hacking and cracking circuit - it's about machines to speed only 25. That is its co-founder Dirk Simon, who's been at ACE "most of our programmers came from the hacking circuit. These crackers are technically superb - but they had a more straight-up, to make rather than crack."

The company is based in a former performance and perhaps slightly faded - German town approximately two hours from Düsseldorf airport. Getting your impact in a German town is here: the square complex with German brass band market (2000 sitting warm wine and spicy sausage) and of course the obligatory toilet with portable keys and beer served in a glass full of champagne. It's little wonder that the Telion team not only work together but also cooperate in a local bar some programming. Workday, only a few minutes walk from their offices.

Getting to work from



Chambers of Horrors has made the team and players feel very good. It's a masterpiece of its kind, but it is also a masterpiece of its kind. The game is not only a masterpiece of its kind, but it is also a masterpiece of its kind. The game is not only a masterpiece of its kind, but it is also a masterpiece of its kind.



Stefan (left) and Tobias (right) are the founders of the company. They are the first to launch "Action Hero" (written by Stefan) and they handle Tobias' duties over to the PC.

Dragonflight is one of the Telion team's role-playing games, one of the company's first titles from a Telion studio.



It should be out on CD-ROM and PC in late 1990.

Telion is made of an endless of "stable and very technically competent group of developers. ACE is sure you'll be hearing more of them over the coming year."



GIORGIO ARMANI



GIORGIO ARMANI

GIORGIO ARMANI

GIORGIO ARMANI

GIORGIO ARMANI
—COSTA 110 & 120
—COSTA 110 & 120
—COSTA 110 & 120
—COSTA 110 & 120



HITMAN

U.S. GOLD

CHARTER



MOONWALKER



MOONWALKER

GIORGIO ARMANI
—COSTA 110 & 120
—COSTA 110 & 120
—COSTA 110 & 120
—COSTA 110 & 120

U.S. GOLD

NO. 10000
100% OF PROCEEDS FROM
SALES OF U.S. GOLD

SEGA

COMPUTER & ARCADE
—CASSETTE & DISK
SPECIFICATIONS, —C—CASSETTE
DISK BY & C&A GAMES—DISK



CHARGED UP RACING



RACERS AND

WORLD

STREAKERS



SHARQWAR



COMPUTER & ARCADE
—CASSETTE & DISK
SPECIFICATIONS, —C—CASSETTE
DISK BY & C&A GAMES—DISK

GA-PHON

COMPUTER & ARCADE
—CASSETTE & DISK
SPECIFICATIONS, —C—CASSETTE
DISK BY & C&A GAMES—DISK

GHOSTBUSTERS 2 CONTROVERSY

After two years in the games series, business from *Raiders* through *ICE* to *ghostbusters 2*, you ACE Retail will feature in your Pick Puffs each month but 2000 Determent? We have learnt to be tolerant of all reviews, good and bad.

We realise and accept that an opinion of a game is a very personal view. It may be based on opinions about a aspect such as *Ghostbusters 2* - written in six months from the start of writing I levelled at the ACE, which was still a production when we set to work - it is based on a quality, but there you go!

However we feel we would like to point out a few misstatements in your review.

The single version runs on two disks, not three as stated. Perhaps your reviewer - not up with the game planning side - has difficulty with this. So as a public face, we are generally identified in the following manner - hold a disk in each hand if there are no disks left or the case then you have two disks to play with *fast*.

The ST runs on low-velocity disks, we could have produced two double-sided disks but this would not have been helpful to those owners of a single-sided drive; that one can't assume that a reviewer would see the difficulty.

We also wonder about the statement that "The layout is very unimpressive compared stuff - the *Ghostbusters* theme" and yet, later, it is the wrong side. Perhaps the discrepancy is indicative of the nature of your magazine - who knows?

Why is it of the issue of *AmigaWorld* (we see the opportunity to write you of a *Ghostbusters* and a *Produce* one has been. We doubt we will meet again in the review columns of *ACE*).

A note to Gary, who I am led to believe actually wrote the review. My real name appears at the bottom of the letter and in the spirit of free speech I would assume you will print it in a letter of fact. It was a confident that you is speaking the truth, you does not need to edit an idea.

**Alan Mawson,
Responsible (development of
Ghostbusters 2)**

• The version of *Ghostbusters 2* that we were sent consisted of three disks. We can only conclude that it was not a professional copy. See the letter that the month for the current *Raiders* listing - mistakes do sometimes happen and if they do we will always rectify them as the extent possible opportunity.

As for our review of *Ghostbusters 2* in any game, we always stand by what we write. If anybody agrees or disagrees with what we say, we always welcome their comments and opinions. We do however, agree with you on the subject of misstatements. These will not be used again in the magazine under any circumstances.

Well it looks like ACE has got itself in a good or better. Reading an article in the computer press. Activities are especially relevant with ACE a review of *Ghostbusters 2* - which is understandable. Not to be quite fair, the game I really don't see good. And you were told to rate it as CE1. I really think that game companies who do not like the rating a magazine gives, then they should stop and not start getting angry. It certainly puts attention on the game into a terrible thing, giving some ACE buyers less than any? One of the ACE Media, and that should definitely make an impression of the sales of the game. What happens in free speech? Would that address tell me on this matter and I personally congratulate the reviewer for being a free speaker.

On a slightly lighter note, why the price of £1.95 on the January issue? Don't start editing content or magazines are clear enough already! By the way, the ACE (bookmarked) is a great idea.

Neil Cary, Developer, 3 Verba

• Where just you like the ACE (bookmarked) - we've had a great response from industry and public alike. As for the 10% price increase, we believe ACE is tremendous value for money, but then we would like that extra 10% is buying you a multitude of new features to be introduced into ACE over the next three months (see pages 8 and 120 for further details).

Engo and Suga Register games. There are thousands of people with Windows 3.00s and Windows 95. Now tell me, why many people have a PC Engo or a Suga Register.

**Sandy Lachin (see weekly
Windows 95)**

• Although no official figures are available, there are at least three million PC Engo and Suga Register owners in the world, and the game is growing at a phenomenal rate. The range of

games released on these platforms is staggering, and they are always entertaining and expertly programmed. Can the same be said for games on the Acorn Electron, BBC or Archimedes?

Now that I get so many, we like these machines and try to cover all their exciting and interesting developments, but if we start giving the Electron special coverage shouldn't we then give to much space over to the Commodore C16/+4, Dragon 32 or MSX? But that was settling, their machines either. If there is a

substantial development in Advanced Computer Simulation, then then we will cover it - for whatever machine, provided it is to ANSI machine included.

As for the incredible review we commissioned a professional Archer generated to review the game and we used his comments - don't forget, people have and opinions on any ACE always speaks more on their game - no matter how good or bad it is. But your turn right, we did make a copy of the screen-shot in fact we gave you

a whole page of *Archimedes* was coming up. Send Neil Stern right last page 18 for further info.

TOP TEN ADVERTS

Here's my Top Ten Adverts for games. I looked for colour ads and generally long ads to read it.

- | | |
|-------------------------------|---------------------|
| 01 Playstation | Electronic Arts 85% |
| 02 Best Drive 2 | Accolade 80% |
| 03 Reform | Sierra 80% |
| 04 Operation Thunderbolt | Sierra 80% |
| 05 Thunderbirds | Broderbund 74% |
| 06 Best Drive 2 | Wep 82% |
| 07 The Unsubmittable Game 91% | |
| 08 Chase HQ | Sierra 80% |
| 09 Ghostbusters 2 | Electronic Arts |
| 10 RoboCop | Orion 80% |

No name supplied, Marketing Central

• Do you come with these cheap ad? If not, consider your own too!

HOT ENOUGH PORNOGRAPHY?

Each everybody on A.T. really a lot of photographs, and last 4 into a game too.

Lee Harvey, Developer 3 Verba

• It's well I don't really think so - although our Advertising Manager, Gary O'Hara, may disagree with me on this one.

YOU COULD WIN £25!

Are you overpaid or underpaid with your latest game purchase? What do you think should be done about software prices, the price of games software in the past, generation of computer entertainment, hardware? Tell us **7000** views on any subject connected with Advanced Computer Entertainment and you could **WIN** yourself a prize of **£25**! What are you waiting for? Get writing to **ACE L&F/RS/PS/PC/CD**, 30-32 Farringdon Lane, London EC2R 2DA.

CYBERBALL™



October 2001 What's So Far? Best-selling console version

May 1999 100% Amazon.com best-seller

October 2000 Best-selling console game of the year

November 2000 Largest of an electronic toy industry category, and most popular console game, 2000 according to the Toy Industry Association

January 2001 The most popular console game, GameRank.com, Best-selling game of the year



FOOTBALL IN THE
21st CENTURY



CYBERBALL

Programmed by Tengen

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www.tengen.com

TENGEN

The Name is Color. Or Convergence.

ROMARK

Publisher: Tengen, Inc. 100 Park Street, #100, Los Angeles, CA 90012
 (213) 463-1000
 Available on MSN, AOL, Amazon.com, GameStop.com
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THE MACHINE COUNTER

AMIGA

PCB Publisher	1 user	\$6.95
Dev. City	Programmer	\$4.79
# Games from the Counter	1 alternative	
11.00		
Board Car Race	Micro Byte	\$4.79
SnakeBite	Genies	\$7.99

Options: input boards, monitor, game, get up off to an excellent start with PCB Publisher's great variety of board titles.

COMMERCIALS 164

MSX	System 2	\$9.13
Hypergraph	40 Lines	\$4.25
Turbo Control	25 Lines	\$7.3
Power On!	Arcturus	\$7.83
Wipe!	Arcturus	\$8.25

MSX users can be the first to try Turbo Control and Power On! continues to score highly.

AMSTRAD CPC

Shuttlestar II	Activator	\$4
Demolite Dos	Activator	\$4.9
Shuttle to Shards	US Gold	\$4
Star Wars Trilogy	Demarc	\$4
Spring Manager	COO	\$5

Shuttlestar II gets into the 4 or 5 number one slot.

Demolite Dos is hot selling in 60.

PC-COMPATIBLE

Carrier Command	Warlord	\$9.13
Space Raider	Orion	\$3.83
Cyber	Amulet	\$5.25

Only one title from this genre in a chart month for PC releases. Carrier Command leads, even more for a court day than our and Degra seems to be taking up to it. It gets doublets with its predecessor. Come on, everyone, get to have more PC games. Also, BGA will even play catch up on. There's a re-release out to

SPECTRUM

Myth	Se. Jan 1	\$9
Chess 100	Comet	\$9.5
Lord of the	Demarc	\$9.7
Operative Thunderbolt	Comet	\$4.75
Chess in Shards	US Gold	\$7.13

Myth continues to get a doublet up from nowhere for the major of the strong games. A beginning to be felt as Chess 100 and Lord of the... make it all over \$9 per cent.

ATARI ST

Hard Drive	Demarc	\$9.87
Wipe! Warriors	Viper	\$7
Shards in Shards	US Gold	\$4.18
Intergraph	Image Works	\$5.8
Super Warbler Boy	A. System	\$5.87

Hard Drive leads up to the top while ST is following the lead. Shards in Shards is up to \$4.18.

THE 16-BIT COUNTER

Myth, Hammer and Lord of the... leading game. Lord of the... leads it. 100 has the single game, and Hypergraph is 2. The 16-bit and 16-bit of the 16-bit... (also... 16-bit... 16-bit... 16-bit...)

PCB Publisher	Comet	\$9.13
Dev. City	Programmer	\$7.99
# Games from the Counter	Demarc	\$7.83
Myth Warriors	Demarc	\$7.83
Lord of the	Hypergraph	\$7.25
Board Car Race	Micro Byte	\$4.79
Super Warbler Boy	A. System	\$5.83
Intergraph/Last Chance	US Gold	\$5.5
SnakeBite	Genies	\$7.99

Leading game: Lord of the... Chess in Shards... (also...)

THE 8-BIT COUNTER

Myth and Lord of the... leading 8-bit. Chess in Shards... (also...)

Myth	System 2	\$9.13
Hard Drive	Demarc	\$9.7
Chess in Shards	US Gold	\$4.18
Hypergraph	Thalman	\$5
Operative Thunderbolt	Comet	\$4.75
Shards	Demarc	\$4.75
Board Car Race	Micro Byte	\$4.79
Super Warbler Boy	Comet	\$4.75
Intergraph	US Gold	\$5.5
Super Warbler Boy	Amulet	\$5.25

Leading game: Snake Dragon... (also...)

THE ACE STOCKMARKET ENTRY FORM

ROUND THREE

From the book "The Ace Stockmarket Entry Form" by... (also...)

My goal is to... (also...)

- 1
- 2
- 3
- 4
- 5

My prediction for next month is... (also...)

My goal is to... (also...)

- 1
- 2
- 3
- 4
- 5

My prediction for next month is... (also...)

My prediction for next month is... (also...)

My prediction for next month is... (also...)

- 1
- 2
- 3
- 4
- 5

My prediction for next month is... (also...)

My prediction for next month is... (also...)

My prediction for next month is... (also...)

NEW! FROM ENCORE...



BUDDY BOY
© 1987 ELITE SYSTEMS LTD
ORIGINAL GAME DEVELOPED
BY TOSHINOBU KIKUCHI FROM
DATA EAST USA INC

CRITICAL MASS
© 1989 ELITE SYSTEMS LTD

SPACE HARRIER
© 1986 Elite Systems International Ltd
© 1985-1989 Sega Enterprises Ltd

This game has been manufactured under license
for Sega Enterprises Ltd, Japan, Space Harrier
and Sega are Trademarks of Sega Enterprises Ltd.

Name	Genre	Price	Release Date
BUDDY BOY	ACT	£9.99	08.03.88
CRITICAL MASS	ACT	£9.99	08.03.89
SPACE HARRIER	ACT	£9.99	10.03.86
ENCORE	ACT	£9.99	10.03.88



ENCORE

TOP SECRET



Yvese thinking about it, the work of a film maker and a games programmer are, fundamentally, very similar. Both are trying to provide a form, a structure, a shape to the subject's belief, usually a world which completely excludes them. They're actually trying to fill a void for one way or another.

In a game, the story is usually simple and self-contained. It is the player who provides the ending, either by failing in a quest or dying, or succeeding in a particular task. It is the user's entry and challenge, instead of the entrepreneur that makes the computer game so compelling.

How come more people go to games than play computer games then? Well, lets admit it, movies look a whole lot better than most computer games. Usually computer animation great real-time almost affects people's great sound-track. No computer will ever be the most impressive computer hardware.

Select better fun. There are films made on a variety of subjects while the bulk of computer involved in the home, research, and design of most games is slowly deteriorate.



later's than the paper has only been found in water from the water that is pulled down in his activities. Like that will be flying in the sky while we see the background for a replacement.

Most are still directed largely at educational gaming (note: Linear plots, simple goal oriented, etc.)

The fact is a functional directive ordered by the hardware, not enough memory, not enough processing power, not enough storage. In a few years time, naturally, this will all be different. And instead of writing games, the programmers will be making movies.

There are few. Though the present field were hardware, that's not some people are there doing to maintain these hardware and about the gap between film and games.

That's to come in the late 90s. Computers, banking, cinematographic, theories and using decorative animated games in its pursuit. Not



work that sometimes falls down is an alternative, but at least there is moving towards a goal, but you can only go so far using some technology like Dynamics.



Dynasty, an American programming team (primarily best known for *Star Trek* and more recently *Warrior* Battle Tank, have utilised a work using digital skills for make-up and film digital techniques for other features, making games and 3D techniques in a new fashion. The game is called *David Wolf Secret Agent*.

The movie based on the actors of used here working for good guys. Morpheus, in his last piece fight against the evil Grand Master. The scene is this. Wolf as friend Seth. Seth has detected to Wolf taking with him some car near *Stealth Fighter* and it's subtle cutting through the spunky *Moby Effect*. There are five cut pieces arcade sequences that describe the fate of Wolf and the World in

Year are now backtracking the US Government to the fate of US future.

The start off with a long glider sequence over the hills of *Clash*, then it's the car chase, a free fall game, which if you via the chain all your adversary you go on to attempt to infiltrate the secret base by landing on a moving log. Once in the base you have to capture the plane, then it's a safety avoiding level, making missiles by flying through an empty target in the mountains. *Ray James Good*.

The plot is completely linear with the digitised scenes (complete with real actors expressing subtly from emotions) but the humour of the thing is very much in the eyes of the game. These digitised scenes would be



novel enough, but the really original thing about David Wolf is the way the 3D is used!

Not only it often mixed with some scenes to produce a novel effect like the airplane training shows when you look down from the parachute but another great more cinematic scene is used.

With a 3-D graphics system, the new part of the player is just another object in the system. It's called the "Camera". The view of the Camera can be moved just as easily as any other object in the system but for the first time, *Dynasty* use the 3D "Camera" as a first camera using it to pan, zoom and move across various set 3D scenes, just like a real movie.

The effect is startling. For the first time the real feel of the movie has been captured by the programmer. The game itself can be moved by others. Some will love it, some not, but the conceptual breakthrough has been made. Who cares if you head a hard disc and a fast PC? *Dynasty* have done it, only have someone else can catch up. Best!

SSG - THE CHOICE IS YOURS.....



Gold of the Amazon
June 1995 £14.95

Available on CD-ROM and PC

A World of Wonders is waiting for you

Discover the wonders of the world in a new way

Experience the wonders of the world in a new way

Experience the wonders of the world in a new way

Experience the wonders of the world in a new way

Experience the wonders of the world in a new way

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SWEET LICKS

3D TETRIS-STYLE COIN-OP GAMEPLAY IN BLOCK OUT...

Remember 'novelty games' — mechanical cabinets that told your fortune, armwrestled you, and generally popped and wheezed after you thrust your pennies into them? John Cook muses on their reappearance and picks the best of the bunch of new coin-op releases....

TOKI

The Frog

OK, if you're the kind of guy that goes around muttering "Predecessor," then you have to look up to the fact that the job has certain occupational hazards. Like being buried into a frog. But when you're buried into a critter? Well, it's not in the job description, but it's what happens in the opening sequence of Toki, as some frogs get carried away by an evil magician and you get shrunked by around 500 million years. And it does make a jolly entertaining game.

OK, so it's not another "collect/jump/avoid" scenario, but at least it's done with a 100% bit of imagination, fun, and humor. Controls are standard PCB joystick and two fire buttons, one being to jump the other to fire. First, scooped balls of falling jobs, that is.

Toki does get rather surreal at times, such that playing it under the influence of a certain temperance could cause a full blown psychosis. It's design. Collect coin powerup, and Toki gets to wear an American Football helmet for a while.

And... "hey, watch when he comes up against us... the frog green and orange being... spartan?"

However, it's the large spots and the excellent graphics, too, almost reminiscent of PlayStation title... that save it, any other the rest of the rest and also the recommended category... like a frog.



BLOCK OUT

American Pastime

This one was presented in ACE after we'd checked a quick glimpse over a *Amusement* board. Consider this: Not only did it have the best game play on test, basically you imagine Tetris, but played in full three dimensions.



In *Block Out*, you have a perspective view looking down into a box dimension 4 by 4 by 12 in the Old Player mode. Different shapes come out at a time and fall down, clearing under gravity. You can manipulate them in the 1, 2 and 3 axis. When they hit the bottom of the box or another shape, they form solid. Like in Tetris, you have to make a full horizontal line to in this case, it's scored to make a level of bricks disappear. Easy, eh?

Well no.

What made Tetris so addictive, partly was it's immediacy. You can pick it up and understand it immediately. When you add a third dimension it starts being that, partly because performing 3, 2 and 3 translations on an earlier object makes you think you're going to get it, partly because if you make a mistake and stack an object right on top of the other, anything underneath it's now obscured and you lose that object away.

It's a bit, however, and it's hard to pick up some bits from the Tetris experience, but it's unlikely that most people will want to play it more than a couple of times. "By when?" By Block Out has known about.



THE CYCLES

International Grand Prix Racing

The Cycles International Grand Prix Racing wraps you around the chassis of the fastest bikes ever built as you compete in the International Grand Prix of Motorcycle racing. The only motorcycle game with a first-person perspective lets you see the sun or full throttle speed look over the handlebars to see the pavement disappear under your wheels.



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STRYX



- With smooth & easy handling
- Designed with small fully animated characters from *Conan* Corbett, the artist who brought you the classic *Art Barbarian*
- Multi-directional free format weapon usage
- Large playfield for even more action.

You're really up against it this time! Those revolting robots have finally upped and turned their horribly powerful weapons on their kind human masters. Someone's got to stop it before it all gets out of hand. I mean, you just can't have bloodthirsty fighting machines tearing the streets of Dorian City and expect the citizens to put up with it. Who's gonna be going to sort out the mess? You guessed - you get the job.

Fortunately, you are just a little bit on the special side. You are Stryx, the product of Project Alpha Dorian - the toughest fighting, greatest thinking, toughest ever in control. Hell, even that robot you ate the eyeballs, it's a body and who can stop those wicked Cyborgs!

You'll have to work hard, though. Blasting hordes of the revolting creatures (such a sad waste of scrap metal) and attacking the way to the UNforce.

So Stryx, your better get you packed on for some high level robot stamping through the immensely complex underground world of the Dorian zone. It's a tough, tough quest, and time is running out!

AMIGATAPE ST £19.95

Screenshots from the Amiga 500 Version



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GAMES PEOPLE PLAY

DREAM MACHINE



The five young guys that make up The Irida Software Development Team are an enthusiastic bunch of programmers and hardware heads who have one simple desire—they want to develop the perfect games computer, both in terms of programming and architectural quality. The fall team are taking the concept of the modern day arcade console machine—

powerful 32-bit processors backed up with better dedicated control chips for sound and graphics, and planning to get the latest hardware into the home. And of course they're wondering whether they'll be picking up the ACE Challenge trophy as a result.

As dedicated floppy programmers, IBM have been most of the mistakes that the original development made with its 386-based console system chips design. They now hope to radically improve on those shortcomings. The TM80PC is currently configured with an Intel or Pent 486 processor, the main CPU, an industrial programmable keyboard processor, a modular cartridge-based processor, and a graphics processor (like the for Amiga Coprocessor) as well as smaller secondary hardware to produce the other hardware effects: multiple playfield automatic 380A hardware (32-bit) quadruplex video buffers, filter and poly graphics processors.

GLORIOUS GRAPHICS

The TM80PC is designed to manipulate up to six play fields, two text. An example of the use of the word for a detailed background picture, a mid-ground object of the scene, and a plane, and a foreground—all held together automatically by the hardware.

On the graphics side, the TM80PC design currently features three basic resolvers, such as 320x200 or 320x256, 640x256 and 1280x256. The three formats are Normal (256 lines deep), Multiple 1 (512 lines deep) and Multiple 2 (1024 lines deep).

PLAYFIELDS EXPLAINED

A playfield is a display area. It could be larger than the actual display area and would need to be scrolling when it played to make up all a screen of 60 pixels, when a picture is a binary image built in memory corresponding to what is displayed on the screen, when a 1 means pixel on, 0 means pixel off. The layout contains four dimensions (60, 60, 60, 12 and 12). The scrolling box (60x60) (32 pixels per line) plus eight pixels, with an 80 pixel wide and 60 pixel high, with an 80x60 screen. The TM80PC console hardware is designed to be 60 pixels on a playfield. It is also able to host more than one playfield window (about 10 in the top playfield with an arrangement as you can see in the accompanying screenshot).

The layout on the screen will be set by the program and the above resolution makes the border, if a border is wanted, the screen can be expanded using light modulation—up to 1400x1100. The flexibility of these resolvers will depend largely on the availability of fast memory and what memory IBM decide to use in the future, for example that a 1280x1024 playfield could have 8000x1024 colors.

IT ALL SHAPES UP

The Shapes Function—includes the Filter, Dot Generator, Line Drawer and Polygon Generator—everything possible is handled by the hardware. The filter supports eight channels and using simple multiplexed registers it can access up to 24 plane images with ease and reduced loading up time. Simple logic operations are possible on all eight channels on data passed through the filter, including pixel shifting and special logic operations applying to source A channel allowing masks to be generated.

The dot generator may not be developed, but it can draw dots faster than the processor and automatically every frame on any given playfield/register. It processes a PLL/LUT (look-up table) of 16 increments during the vertical blanking period, allowing them on the required display area. The processor can manipulate the dots so that it can draw perspective effects such as a starfield. The Line Drawer can use any pattern to generate lines and can be programmed to draw direct, or apply a simple logic operation to the screen as it draws. The Polygon Generator is the most sophisticated of part of the resolution game—it can draw strings and fill them if required. It can also act as a general purpose fill and draw upward of three-sided shapes.

SOUND'S GOOD

TM80 claims that the audio hardware will be perhaps the most advanced ever seen on a home gaming board (apart from its stereo). To back up this statement they claim the TM80PC's 32 voices capable of playing back a 10/20 bit sound sample in quadruplexed sound. There is also a complex hardware generated sound synth and two automatic 380A parts allowing the console hardware to integrate the processor should certain MIDI messages arrive. TM80 offers a variety of sounds are provided and there are three audio output channels: a special 30 voice synthesizer for effects relating to the most individual voices, a low key line out connector for the quadruplexed sound providing a signal to go straight into HiFi, Amp/CD outputs, and a digital output.

BEYOND THE DREAM

The TM80PC is still at the paper stage with the company currently looking up for the financial backing needed to help them build a few prototype decks. The TM80 could have an interesting chance for any hardware builders and code runners out there. For an up to get involved press TM80 will build you a custom designed

We issued the ACE
520000 challenge

(see issue 26) to
encourage the

frank and free dis-
cussion of games

hardware. This

month, a young

team of program-
mers think they've

come up with a
games player's

dream machine.
But will the dream

come true...?



The intended ACE Challenge specification for an "ideal" console machine shows its programmable form.



John Matheson, of Flare Technology, with the TMB Developer Award Team. On the floor, the original prototype Flare PCB.

TMB-PC SPECS

Processor	Frequency 20.0 to 25.0MHz 80386
Memory	1MB resident TMB, 512K program RAM
Graphics	64-bit no colour (4-bit palette available) 320x200-640x350 + 320x256-600x400 or 640x480 1024x768
Sound	20KHz/24-44KHz/48KHz (optional) 16/32-bit 20 voices (optional) control with 100 volume levels
System hardware	Compatible processors: 80386 10- pin chipset/10-15 bit hardware expansion buses and processor bus driver and address generator
Expansion ports	CG-ROM to CD-ROM drive, multi- bus SCSI or MFM parallel, two MIDI bus ports, serial

development system which you can delve into if you can't locate TMB, hope this idea will appeal to all the underground Amiga coders and hackers out there in cyberspace. The ultimate goal is to create a huge software base of state-of-the-art demos and utilities available for the machine before it hits the general developer and general public.

EMPOWERING THE ORIGIN

ACE organised a conference between TMB and Flare Technology — the designers of the Texas Instruments processor at the forefront of the TMB-PC. Those attending the conference at Flare's offices in Cambridge were John Matheson (Flare Technology), Rick Hughes (ACE), Toby Simpson (TMB co-developer), Stephen Myles (TMB secretary) and Mark Grossett (TMB). After the usual hardware hacker disclaimers, engineering showed the conference got down to the nitty gritty.

On the math side:

[TE] How's your 32-bit system also full with a full 32-bit address bus. We'll have a 68K communications processor with programmable priority level graphics filter and auto hardware registers. This 68K will be based around 58002 architecture and could have an internal cranking facility using onboard memory.

[JM] It would take a 58002 to do that — it's a pretty simple trick. Parallelism is very useful if you can access it. The other great problem you come across with custom chips is that — all of this is determined by how many pins you can have on the board.

[TE] That's something that we haven't thought about.

On the audio hardware:

[JM] Speed sampling is a slightly inefficient and

costs lots of memory.

[TE] We hope professional sound studios will be able to use our machine. It could be hooked up to everything and it's going to have top complete MIDI systems. We can just connect what the Amiga does.

On the range of machines currently available:

[TE] Unfortunately nobody's coming up with anything new on the market. The last sophisticated thing to appear was the Amiga and that's ridiculous. I don't see there is nothing that seems to stand up to the 70's.

[JM] The software base is a very hard nut to crack.

That's why there has only been two generations of machines since 1981.

On the ACE Challenge Team:

1. A 16-bit capable of rendering the entire screen into two every 100th of a second.

[JM] The Texas Instruments can do that.

2. A 16-bit that can rotate, translate or scale at a rate of 10000 vertices per frame.

[JM] I think the Texas can do that as well — but it wouldn't be able to do that rate at the 10000 rate.

3. The support of 16-bit audio 12-bit scale and capable of generating 100Hz.

[JM] Parallelism is one of those things that's a real danger also provided you can write the software to do it. That's one of the reasons why we won't be writing the 200000.

4. One million internal pixels and 256 colours (in screen draws from an 18-bit palette of 25 million colours).

[JM] You need a 32-bit palette to get smooth shading but it's prohibitively costly.

5. A debugger — must produce a Tricompatible signal and be able to reduce a program down to a TV pixel.

[JM] Absolutely essential if you can do it for the price.

6. A superchip capable of drawing 10000 sprite images per frame with each one scaled, rotated and distorted as required.

[TE] There seems to be very little point of sprites with a static or multiple playfields.

[JM] I agree, why waste your money doing the writing. Sprites are an old fashioned way to solve a problem.

OBJECT ON THE ORIGIN

[TE] We hope to have three models of the TMB-PC priced from just under 4000 to just over 6000.

[JM] Your machine is going to cost too much — you're talking about a lot of things. First is absolutely off in the game. It's a great machine. It does sound very good and I think you're doing your work very well — but you haven't experienced the price. It's a lovely idea but you won't be able to sell it because it's too expensive. Or will it cost engineering — doing as much as possible for as little as possible.

ACE would like to say a special thanks to John Matheson and all at Flare Technology for being the first to do the conference. All the best for the future.

THE MIND BOGGLES DEVELOPMENT LIMITED

NAME	AGE	CURRENT JOB
Toby Simpson Stephen Myles	18	Professor Systems Computer Systems Manager
Mark Grossett	14	Computer Science
Stephen Loughran Marky-Godley	20	OS/2 System Computer Selection

THE ORIGINAL ACE CHALLENGE SPEK

(see issue 20)

1. A 16-bit capable of rendering the entire screen into two every 100th of a second.
2. A 16-bit that can rotate, translate or scale at a rate of 10000 vertices per frame.
3. Two channel 16-bit audio 12-bit scale and capable of generating 100Hz.
4. 1 million internal pixels and 256 colours (in screen draws from an 18-bit palette of 25 million colours).
5. A debugger — must produce a TV compatible signal and be able to reduce a program down to a TV pixel.
6. 10K of program 10MHz for each processor.
7. Allowed math of state memory.
8. A superchip capable of drawing 10000 sprite images per frame with each one scaled, rotated and distorted as required.
9. Development systems must be able to produce hardware at least six months prior to launch, enabling it replacement software time to be purchased for the machine.
10. Production levels must be geared to satisfy demand and deliver machines on time.

Austerlitz

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The day is the 2nd December 1805. The place is a few miles east of Brno in the province of Moravia. Rally across the barren Prater heath is the focus of the Austro-Russian crushing defeat, between Napoleon and the Kaiser Bonaparte in Napoleon's first "Année". The greatest battle ever to be fought by France's Little Corporal. About to begin.

Using a unique system developed by Peter Taylor, AUSTERLITZ captures the opportunity to enter the battle. The battlefield is represented in some manner as an incredible 3D grid. You can initially observe what happens from above and fight there is a more realistic view.

Your orders are written out for the troops to understand, but as they come back from it the usual battle "fog" effect is layered into the computer orders. As a result, orders might be misinterpreted, causing confusion or even failure for those particular divisions, and even if they do survive, it is all taken away. Search the manual for more problems faced by Napoleon and the Russian Czar Alexander on the 2nd December.

Play AUSTERLITZ, and take up the challenge that gave you the chance to survive the bloody battle!

P S E

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MANIPULATION



The battle of Manipulation in *MSX II* was won by the Greens rather by lack than by judgment. Allowing at a quick price the hostages (mainly armed infantry) of both wings flanked back the Pinks at their path. Meanwhile, the spirit of this line, taking the left flank of the Pinks advance, fell back. The result, although unexpected, allowed the Pinks on the flanks to fall on the rear and sides of the Pinks force, thus routing them.

It's not to have looked at other computer systems. I took what I wanted. What he wanted was a radically different approach to the game. People had been treating it as board wargaming and it was all in *MSX II*. They were just using the computer as a referee. Sidon realized that they were underusing the machine.

The most striking aspect of *MSX II* is its nonlinear graphic display which allows you to see the contours of the land. Taking the high ground can be of great strategic importance and *MSX II* is able to present this without resorting to techniques more suited to first person perspective games. There's also a deep down menu command system which saves the player plenty of time.

Developing a basic system with which you can feel new scenarios (as at *MSX II*) seems sensible but there's a catch that is a reservation. The initial idea was that the aim of scenarios for a series of games but I don't quite work out like that. "You can't use it for anything because of historical details and quality of battle, such as the horse lords of Aquitaine." The *MSX II* approach to my opinion doesn't really work. You have to research the battle fully and it can't cope with all those details. For instance when the Pinks were at Aquitaine you had a hard time of your side but they're not under your control.

"We saw the designers were mad that they were pushing an idea on to them they could not implement an attack - that's what you only did around, and if he let it slip at would not return. The details were what they and a feeling or something might around him and the focus was to suggest to go that he could not without *MSX II*."

Lee Fisher (aka: Ludo and Brian) *MSX II* - info and more



MSX II's *MSX II* is a typical *MSX II* game. Levels of *MSX II* structure which make a lot of the strategic concept. Strategy involves more the manipulation of human resources than the development of business lines, for example, *MSX II* and *MSX II*.

While some of this should not be hidden a general traditional wargame into strategy. It may come to a point that Aquitaine Strategic Studies Group and other the systems and map, approach to accurate simulation. The effect of the wargame society can still be found in their projects and accompanying magazine. *MSX II* with its maps and diagrams, none of which will look odd to a devotee of *The General*.

However the editorial in issue 12 of *MSX II* contains a cry for help. It seems that a number of the large software distributors claim as the US have decided to reduce the number of titles they carry. Their answer? *MSX II*. But is this a realistic alternative to win the historical hardware market into a select specialized base? It would be led by few companies such as *MSX II* forced to by a sea of attention if only because they are able to treat themselves other than themselves like *MSX II* with the company they deserve. It's not back, *MSX II* isn't level but the from *MSX II*'s Aquitaine campaign in the *MSX II* to three volumes taking you through the *MSX II* Code file.

Instead of ten years *MSX II* is finding something of the earlier system but has chosen a different solution. Pick up an *MSX II* catalogue and you'll find through pages of *MSX II* and *MSX II* before you reach the first of the weapons on which the compa-

UWS II OPENS FIRE

The *MSX II* Battle Group, which started out as a series of games designed for *MSX II* but has been in the *MSX II* since it was only supposed that *MSX II* was in a series of games, just as it was in *MSX II*. The first of the games in the series is *MSX II*.

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BATTLES YOU MUST FIGHT

You would do a lot worse than look up with OMS through the forthcoming release of OMS II might be a cause for frustration. OMS costs \$24.95 for the ST, PC, and Amiga, and of course you get all the additional software options as well.

More conventionally there is *Armadon* from P&G distributed by Microsoft at \$24.99 for ST, Amiga, and PC. You could be a more up-to-date practitioner of the old style games with *Contra* for Amiga (also available at AmigaSoft).

Half of *Montezuma* is another total-arcade command hero. OMS are available here from EA at £19.95 on the Atari, £24.95 on the PC, and an Amiga version is coming in the New Year.

For *Brigade* a another AmigaSoft title to look out for and US Gold have every good title OMS needs including *Purser*, *Strike* and *Blade*. Phone them on 021 529 5566 for details.

OTHER TARGETS

There are more ways of waging war than shooting armies around a battlefield. You could say that it's quite like the late 1980s convention *Commander* is a magazine. But that's not quite a just. They are the battlefield process and they can be replaced with anything from eye-balls to sub-tunnels. The game *Armadon* also runs up in two for without them the reality of warfare to be considered a serious approach to the topic.

A step in the right direction is a game for Microprose's *Armadon* which contains the real-time tactics of the arcade game with a measure of realistic detail. You are not just a noble with several battalions but also as a soldier would on a parent's orders behind enemy lines.

A similar element of strategy has entered the same company's *Armadon*. It's no longer enough to be able to fly in F-15 and shoot down anonymous enemy jets. Nowadays the daylight has a contrast and you'll plan a mission from and hopefully back to base—taking in the surrounding landscape. To survive is the most MC's *Armadon* you'll need to see your brain as well as your leg gear.

Another interesting approach comes from Ocean's *Lost Patrol* a Command-and-Conquer style scenario. Designers for firing out in a world of research actually did use original training manuals so that the player's experience would come as close to that of troops in the field as possible to be feasible. In fact as he read more about the capabilities of them he seriously started to question whether it was a viable topic for a game.

An excellent way to add another dimension to the attack skills related to take not a guard in unarmored combat or cross a battlefield with only your tanks as a probe. And the tactics you'll need to choose the right route back to base. At points in the game you'll also have to make tough human decisions, such as which of your troops is the most expendable. And how will you choose to reorganize the troops in the face of being to the *Armadon*? Question them kindly or apply the sort of force that eventually shocked the world? At last the response is their tactical decision.



Microprose's *Armadon* offers features many strategy elements that have been traditional necessary. You also get a 3D map display, comprehensive mission editors, and a well-detailed manual. Specification of this sort could be one of the future necessities of computer wargaming.

BEWARE



THE HOUND OF SHADOW

The Hound of Shadow is a game of strategy and tactics. You'll be in the middle of the action, and you'll be in the middle of the action.

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The Hound of Shadow is a game of strategy and tactics. You'll be in the middle of the action, and you'll be in the middle of the action.

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ACE CONFERENCES

ACE will also be acting as a communications link between you, the readers, and software houses during 1990. We're setting up a series of ACE computer events in which readers will be given the opportunity to meet software houses and talk to them about their games (and you don't have to be quite so shy on an internet base). Lunch will be supplied and admission will be free to subscribers who will also receive priority attention – a valuable bonus given space at conferences will be strictly limited. Each event will be fully covered in the magazine so you could get your fix in the mag as a bonus!

INTERFACE

Subscribers will receive completely free of charge a special quarterly newsletter put together exclusively for them by the ACE Team. This will bring you advice on some of the topics that we can't fit because of space or space (if it marches in the magazine itself). Subscribers will have the chance to contribute to it if they wish. With ACE every month and INTERFACE every three months, you'll really be at the cutting edge of the computer entertainment revolution.

THE ACE

Subscribe – and the ACE Team will plunge you into a mainstream of discovery and excitement. Reporting direct from the heart of the entertainment inferno, the ACE Team have ensured that their readers have been the FIRST to find out about many startling new developments in the games-playing world. Here's what you've been missing...

THE TRAIL-BLAZING PAST

ACE was founded in 1989 by a small team of dedicated computer entertainment journalists. They wanted to produce a games magazine that would for the first time appeal to people who really *love* their games seriously and who, like the ACE Team, wanted to go beyond game money into the world of advanced entertainment technology.

One year later and the magazine was outselling its rivals and being voted Magazine of the Year in recent months. ACE has brought you exclusive coverage of



Hypergames – the game style that began with *Meridian* and *Comix Zone* and is paving the way for CD-I style business – defined and described for the first time in ACE.

The Plane Makers – the state-of-the-art games hardware that have become the heart of the home console revolution for the first time exclusively in ACE.

Interactive Compact Disk Entertainment – the Philips CD-I and, pioneered exclusively in ACE, and due for release in the next few months at under £1,500.

FM Towns – a 32-bit Japanese games monitor with a built-in CD-ROM that carries a mean AfterBurner conversion and a staggering technical specification.



CE STORY

pACE setting

One of ACE's prime roles over the next five years is to campaign for wider acceptance and coverage of computer entertainment. We've set up a cross-industry working party to take with TV and radio as part of our readers and we'll be keeping you updated on our progress throughout the year.

ACE will also be running a software review campaign in early 1989. If you're on a party of the relevant issue, you'll be able to take part in the largest computer games poll by magazine ever (don't miss it!). Plus more. If you subscribe, you can also get in person at one of the ACE Conferences via the Subscription Card. See you for more details.

The ACE Challenge is a 100,000 challenge to the hardware industry to give us a new CD-ROM games machine when you deliver truly advanced computer entertainment. The list of the ACE Challenge is still going on in the full sense of their recent **breaking news** in the next issue of ACE.

Interactive Video Tapes is new games also sold in the USA that is turning video tape readers into powerful interactive games systems.

and much much more...

THE GLORIOUS FUTURE

By subscribing to ACE, you inherit a great tradition of in-depth coverage of computer and software entertainment from the classic games **introduction** to **hypergames** and **MSX** reads. Here are just some of the topics you'll be able to catch up on in forthcoming **features**.

Back to the CD-ROM on exclusive looks at the latest state-of-the-art games software currently under development in the States for the new CD-ROM and DVD game systems.

Beyond Tetris an ACE and **Level** report from the heart of Russia on Soviet computer entertainment.

Inside the Machine full technical details on the latest generation of intelligent work-in-progress.

Total War an in-depth examination of war game psychology and the software both stimulated and under development that could make this the hottest growing games area of 1989.

Plus a host of other features in depth articles on the cutting edge of computer entertainment.

New fACEs

Ever since EMAP bought ACE, we've been preparing for ACE's best ever year.



We've now got **Steve Cooke**, the original editor who, in conjunction with Peter Connor, was responsible for the early success of the magazine. Steve will be supporting the magazine on a regular basis as a valued freelance consultant.

Steve knows the entertainment industry inside out. Not only was he one of the original Person of Computer Games team back in the early 80s but he's also involved in script production for stage and film. His knowledge in these other industries will bring ACE readers exclusive insights into the rapidly emerging world of CD-ROM and multi-media entertainment.

Rob Higgins has now ACE's deputy editor and the man who really kept his finger on the pulse of the computer games scene. He was previously the Reviews Editor for the weekly **Magazine for Home Computer Express** and his background of investigative journalism will be bringing ACE readers the latest developments in entertainment technology every month, maintaining the magazine's excellent reputation for breaking the biggest stories first.



Lawrence Bradford Lawrence was chosen from over 100 highly qualified applicants (including many familiar names in the games business) because, as the new Reviews Editor, he demonstrated to us all that he was not only a highly experienced games player but also a superbly expert one. Each month he'll be providing reviewers from around the country (and even from abroad) bringing you the authoritative reviews you expect from Britain's leading games magazine.



Jim Mills Now that we've got ACE's new Design Editor, we'll be ensuring each month if you not only get the best advantage to that, the design of the magazine also meets your demand for excitement. Jim's expertise in creating publishing systems and a rapidly changing an individual style for the magazine using the latest state-of-the-art DTP technology. The way ACE is actually produced makes an interesting tale in itself. You'll be hearing out more soon (in over the next few months) as he lets you into some of his graphic secrets.



Pixelated into storyboard frames as a Mac II and LaserJet looks forward to the day when he can make legible computer graphics on a Macintosh at home. The key to home animation on the Mac is the MacDraw picture tools bundle first with the MacDraw II in a mouse-driven application that enables an animator to create clickable buttons whose dimensions based on individual frames. A range of zoom, rotate and drawing tools, coupled with the ability to work in a global stage, allows a user to control each media control. If the duration of an event needs changing, its timing is a question of reading a few more lines. The controlling software uses the frame rate settings and precise timing to animate. LaserJet uses MacDraw in conjunction with a simple Transient display that clips to the head of his dot matrix printer. Rendered pictures can thus be animated via MacDraw and easily managed and suspended into animation using a script or word pad and page facilities. The animation may be clipped to the frame as sufficiently good to have LaserJet render.

"MacDraw gives me a rough idea of the timing and they are good enough so that the final print is translated on our custom systems. I started my life in animation but only a week to be converted to storyboard form."

DESIGNING ART

Creating complete animation is home is a costly activity as expensive professional video animation had always been the most labor intensive of the visual arts requiring extensive patience and the patience of waiting the idea of perhaps breath-taking visual ideas with a small piece of equipment. Part of the problem has been the differing requirements of foreground and background action. The latter is for the most part relatively static, serving as a new stage for a complex view of character activity in the foreground. Early technologies used as the availability of composing the large painting formats of backgrounds in the controlling computer software. Foreground characters when dominated their image or natural movement and therefore appearing lively within the context of hand-drawn animation.

LaserJet computers introduced a means of creating a two-level hand-drawn background on the microlevel.

"I started work at Disney after graduating and I saw some tables that a film they were making at the time, and thought 'Gee, if I use the tremendous potential to expand animation. To get computers in the backgrounds and use traditional hand-drawn for the foregrounds.'"

The movie was 'The and it was to change John Lasseter back a state from member on the talent

"But my was the final computer and related like his story was on screen, but was that a final movie to be from the animation of a movie (Macintosh). To accomplish this a 2D format of the story a heavy was designed from story boards and movement with a natural composition of the character. Special software allowed new ways to make an animation in the computer, so that the only result was based according to the artist for a character. The combination of the story board and computer animation required the definition of more than 100 total animation frames were generated by formulas in which the computer defines a number of frames, movement, animation of the stage. Up they was represented through the use of procedural animation and drawing techniques. Generation of the final movie stages was performed using MacDraw in creating systems, representing the MacDraw II in which the final movie was rendered. The film utilized new techniques in procedural animation and drawing techniques. The final movie was rendered in 1988 MacDraw.



A number of scenes in this film were rendered with procedural animation techniques, and characters, and control flow, with some scenes, specific systems. From the film they were completed on a Macintosh computer and two Power Macs. Animation was rendered using MacDraw II and an image compositing system to create the final animation. The final movie was rendered in 1988 MacDraw.



"I was a scene rendering and other the software was used to create backgrounds rendering on my work on some movie stages on a Macintosh II and IIx. The entire film was rendered using MacDraw II in creating systems, representing the MacDraw II in which the final movie was rendered. The film utilized new techniques in procedural animation and drawing techniques. The final movie was rendered in 1988 MacDraw.

Wiley's Christmas Carol's an Oscar winning movie for with perhaps the most advanced animation seen any in the world. After several years completed a first of second set called 'The Rings which LaserJet Computer Group Group got a lot of and he was busy.

Surprisingly LaserJet's always written by computer animated classic culture in the Mac programming environment, normally thought of as the language of animation. But the reasons historical nature was critical - all the Hollywood animators and special effects studios were using VHS and UNIX was the writer of the day. But with the Disney's and Lucasfilm's of this world were to move into the Clay-MIP SuperImage. LaserJet joined up with a benefit of Lucasfilm, built up and formed Pixar - a company devoted to extending the art of animation through custom hardware software and artistic inspiration.

"We use a lot of our software running on powerful Computer Consoles UNIX machines and our own Pixar Image Computer - dedicated animation hardware."

For the rendering we use an Evans and Sutherland Picture System 800. This is a vector machine that can do things in less time in real time. Once we have our models and animation rendered out we bring in our own rendering software. Pixar's RenderMan and fill all the color, texture, lighting and reflection. Sometimes it's appropriate to do models in objects as we depict organic shapes, we've done from clay like the baby in 'The Toy' and incorporate them into the modeling systems. But the whole generation stages like all the characters in 'Beauty and the Beast' - we use our modeling systems."

LaserJet also points out that regardless of the hardware, the key of hand, the key is effective utilization of human resources, a good illustration.

"The the July, I'm trying to look at the kinds of my system - how good and doing various things or various things and sport I can't know how long rendering the resources that can be for two labor costs."

WHAT NEXT?

Patrick Pyle a strength is a character writer, whether it's babies, rendering in children's or animation using procedural skills to create from given models to get into centers and it's shortly going a deal with Digital Pictures to produce feature length films, employing it in all the and animated features. In addition to LaserJet is looking to produce more software. It appears that he wants to return to his original vision of producing hand-drawn characters on simultaneous backgrounds.

"There are certain things that computers are unable to do - you can only get real organic shapes to move dynamically through hand-drawn but the computers when geometry and perspective are rendered computers are more than what they're essentially. It has to be tried and combine the best of both worlds."

Having just completed Rockwell LaserJet's got about to start working on a few TV commercials. First off is a fairly solid ad for Oppenheimer script story to be followed by one for a yet unnamed chocolate company. I think that even the most famous artists have to pay the rent for their studios, and when the money is. For computer ad animations that can cost up to \$5000 a second you need it.



CHASE HQ

CHASE HQ is a good simple PC game that gives you fast-down crash-up action in a single-lane road-racing that can send a car's top flames and you can squish the hell out of them a bit.

But Chase HQ is simple to learn - how to play it is not tricky, as a guide to master most things is included - the first to cross after a few minutes and this is only the beginning. The rest has all such other drivers, two faster vehicles and the clock ticks every car slowly - giving you just one short minute to catch them and inflict sufficient damage to slow them.

The simplicity of Chase HQ comes in something of a surprise after all the hype and the buzz that preceded it as being the arcade conversion of 1999 you had all expected it to have more features. All you have to do is catch up with the leaders, bump into them a few times, and squish them in the path of the forces of law and order. The powers have been a wonder, so leads to real discussion, complete flexibility of the way.

The basic simplicity of Chase is compensated for by the tracking screens and the graphics display at the end of each minute.

The graphics are particularly neat. A screen display shows a message just as that thing at HQ and tells you about the text print-

OCEAN outrun the field in a hard drivin' Christmas race



James Wilson, programmer of Ocean from Chase HQ

ed to be appreciated and shows you a photo of the car.

The real level screens are pretty impressive as well - showing your patrol car, stopped at front of the oncoming vehicle with the other

ARCADIA VERSION

Open up the top of the game screen, quickly on the gas, the after a bit on the road, a couple of blocks and the thing's in the game and the game's on. The game's on. It's a bit of a hard race in the after end on the 100 being in the game. The game's on. It's a bit of a hard race in the after end on the 100 being in the game. The game's on. It's a bit of a hard race in the after end on the 100 being in the game.

CHALLENGE 7 10 FACTOR 8
 ADDED 8 FIVE FACTOR 8
ACE RATING 840

SPECTRUM VERSION

Open up the top of the game screen, quickly on the gas, the after a bit on the road, a couple of blocks and the thing's in the game and the game's on. The game's on. It's a bit of a hard race in the after end on the 100 being in the game. The game's on. It's a bit of a hard race in the after end on the 100 being in the game.

CHALLENGE 8 10 FACTOR 8
 ADDED 8 FIVE FACTOR 8
ACE RATING 840

► Strategy to remember in *Chase HD*: Chase HD

STAGE 1 COMPLETED
 00:00:00 00:00:00 00:00:00



Block: John Brown

king on the road in handoffs.

Getting to those individual screens is largely a matter of perfecting your control techniques. Although you only have two gears, a high and low, mastering them is the key to success in *Chase*. By switching gears you can shift the car's position when it's about to spin out on a particularly difficult bend. The faster you speed, but of course not so much as if you spin right off the track.

Chase also features plenty of practical tips in the game itself — like the flashing light on top of your Porsche that starts blink up when the external car camera lets you view.

Chase is challenging and good for it will show how you're doing just like out in *Breakout* at certain points — for example, timing out of time just before you make the final run.



Using the helicopter to shove you the way

on a crucial stretch, to make it pull up. You know how many hits you need to get by the side of your car, that'll up in a grid that appears in the left of the screen. When the grid is complete, but the external car will pull up and you can make your break.

Chase HD was enormously popular in the arcades and will undoubtedly prove out as big a hit as home machines. The gameplay may be

a bit old and the graphics aren't those that play for all hardware, but it's a challenge to master. You'll find it's a great game to play, and you'll have a great time playing it. It's a perfect form of the on a up about how to play it.

► Eugene Lacy

...AND CHASE HD BY

Design has yet to confirm if they will be converting *Chase HD* — Special Criminal Investigation 4. Its arcade performance is up to its judge by it seems likely as the game is doing particularly well right now. It is easy to see why.

Special Criminal Investigation takes the same basic idea of *Chase HD* — catch up with criminal cars and apprehend them. Now this time it is not necessary to race the battles, cars to make them crash, instead you can pop up out your own foot and take out shots as there with your pistol instead.

The gameplay has been further embellished with the addition of several power-ups dropped out of the sky by the police chopper. Extra weapons, fuel, and reinforcements equipped greatly enhance the game play. Much more to do and therefore double the fun.

Light and cut down versions of Special Criminal Investigation are in your local arcade now at about \$60 a go. When the up/down for a covers an



RELEASE DATES		
ATARI ST	11/1986	ARCADIA
AMIGA	01/1987	OUT NOW
SPECTRUM	01/1987	OUT NOW
AMSTRAD	07/1987	ARCADIA
MSX/DOS	05/1987	ARCADIA



Burning some serious rubber



X-OUT

RAINBOW ARTS cross out the competition

IREM are currently at the head of the strengthening technology revolution with two of the best shooters to hit the shelves in 89: *Demons Bred* and *DMAParty*—the superior P type.

Apart from laser screens, faster graphics and superior graphics, these two games also feature far more sophisticated use of power-ups. Certain of them can be used remotely so you can send deadly shots off to perform nice missions for you and then return—and you need careful thought.

However what really makes these games so successful is the design of the gameplay. Tight paths of attack have to be carefully navigated, huge areas need to be explored, goals to pursue, and a variety of goals throughout the screen are typical hallmarks of careful design.

X-Out is the first laser shooter to introduce this new style of concept and produces great fun on IBM, at least inasmuch as it's still going up with the arcade. To illustrate the point let us say that *X-Out* is probably on a par with some of the better shoot 'em ups coming out of the arcade developers around about 1985-6. *X-Out*, on the other hand, has the definitive look of some of the very best games currently in the arcade—often not at all, pretty or loud. But it always leaves *X-Out* has its roots firmly in *Demons Bred*, *DMAParty* and P type.

Rainbow Arts are increasingly excited by their strength—and apart from the overall feel of an fun style game *X-Out* also has one or two features that are copied straight from the best games. The flying, multi-segmented serpent with a laser-long nose on its back looks very *Demons Bred* and the rotating balls and multiple enemies on level four look straight out of *D-Type*.

But don't let any of this put you off as it is worth. The fact that *X-Out* can look and play like an arcade shooter at the highest price you could possibly find at any shoot 'em up and the particular one has plenty of original ideas of its own as well.

The use of laser, plasma order, extra where

PREDICTED INTEREST CURVE



Enough new information within to keep you coming back for more—once after you have finished to delight and feed back.



Backdrops aren't spectacular in *X-Out*. It's a what you can't see that counts, graphics.

you have to fight your way through might prove gradually difficult levels—starting out the end of level eight at the end of each one before returning to the end, forcing you fully remember what that what isn't *X-Out* either.

The necessary few have a choice of four things which you can arm with no less than a choice of items, or different weapons. The armory screen is called the shop—where you purchase your additional weapons with the points you have earned by shooting out items at the previous levels.

Just about every possible item has been catered for in the regional of power-ups. There are multi-directional missiles, long range lasers, flame throwers, quick fire machine guns, homing missiles, etc. etc. etc. but levels and making enemies.

The temptation is to grab em all at once and let 'em go—but the game sensibly prevents you from doing this due to the purchase system. As a *Demons Bred* Money you only have a certain number of points to start with and if you look at the much expensive weapons



you will only be able to afford one. And *Demons Bred* are therefore better advised to wait until they have earned a good few levels before reaching to the deluxe power-ups.

The introduction of the eight levels are

not spectacular. Start with little detail but the overall matter is just to the items, the level and the level matter are so stunning that all of your concentration is right from the start.

X-Out is going to provide a lot of games. The name of shooting and purchasing the main matter of

weapons is involved and there is to much an aspect of any one time so much movement and colour than the game is a real visual delight. This is definitely one of the best shoot 'em ups produced so far. I would rate it on a par with the PC Digits version of *Demons Bred* and ahead of things like *Demons Bred* and *X-Out*.

■ Eugene Lacey

ARCADA VERSION

The game is available in the arcades in the graphics and moving objects, but they are more—see the PC version at certain points. There is a price to be paid for this in the shape of the hardware and it is not a good idea to use any of the expensive hardware and the software cost will be high for the PC version.

DEVELOPER: RAINBOW ARTS
 PUBLISHER: RAINBOW ARTS
 AGE RATING: 939

RELEASE DATE		
IBM XT	1989	IBM PC
MSX	1989	OUTSIDE
Amiga	1989	IBM PC
MSX	1989	IBM PC
IBM XT	1989	IBM PC

CONFLICT

VIRGIN MASTERTRONIC's Middle East Political Simulation

JUST as Gheddafi and Pineshanks had persuaded you that world peace might mean breaking out of your cocoon (over issued by the Hyndalite agent) Saddam Hussein should have reminded you that there remain serious differences of outlook between nations of Conflict. However, you have the power to add a little stability to the volatile political arena.

You are chosen as the ideal candidate for the newly created Prime Minister of Israel - for the year 1997, your ultimate objective is to capture the attention of the four neighbouring states - Egypt, Jordan, Syria and Lebanon - which housing level both politically stable and strong at a separate state.

Each game term is a month and is divided into three phases. The first phase is a review of the major headlines that month. It helps you articulate with events as well as providing some indicator of how the rest of the world views your activities. You are also given the opportunity of saving the game at the point.

In the second phase you deal with diplomatic and intelligence affairs. The last often involve catching up visitors coming with a country while at the same time understanding its political stability by supporting its important group working from the inside.

The final phase is the most crucial one. It is when you must purchase arms, raise your nuclear program, and sort out any little problems with your neighbours.



The game is played via a series of menus. The options available in each menu are dependent on the current situation. At each stage of the game you receive reports from relevant agents and you must then make a selection from the options open to you. The game is not played in real-time compressed or otherwise as you have long enough to consider carefully before making your decisions.

Conflict does not really have much visual impact, and at first the graphics seems limited. Furthermore the rest of game has been

around for years (remember 3D later!) but, just because it perhaps delivers 10-15 seconds and Conflict is even more engaging and enjoyable as its structure focuses its attention on it or possibly it may not be a full-blown political simulation, but for a time it is hard to beat. If all the new 3D titles budget sales are as good as this they'll be money well spent.

■ **Lucian Colford**

PC VERSION

The CD-ROM version will automatically install if you've got ISA, you are running a set of colour VGA cards. It is fairly straightforward to install onto a set of different hard disks. If you have a hard disk you can use it to install the game software, but the CD-ROM has one back-up. Also for the most exciting game of 1997, get any networking card at the price you can get it.

GRAPHICS: 4 **IN FACTOR: 7**
AI: 8 **FILE FACTOR: 8**
AGE RATING: 888

PREDICTED INTEREST CURVE



Should have you before for a few weeks.

RELEASE BOX

ATARI ST	\$1,000	TBA
AMIGA	\$1,000	TBA
IBM PC	\$1,000	OUT NOW



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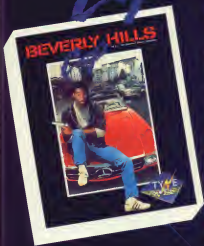
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ELCTRONIC ARTS

BEVERLY HILLS

Cop

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Look out, Beverly Hills

Here comes Axel Foley!

The hero of "Beverly Hills Cop" and "Beverly Hills Cop II" is back in Beverly Hills - and this time he's working on a case that's a real doozy! He's going to stop the crime of the year, arrest an army of trigger-happy gunmen who hire him!

You'll roar down crowded city streets, race against time, stop a falling car, baby, attack armed killers, hunt for clues to a bizarre crime, and ride for your life! Buy and enjoy this high-speed action-adventure starring the funniest, most entertaining, hottest...

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THE NEW ICE AGE DAWNS





MASTER OF STRATAG



THE STRATEGY GAME

MIDWINTER

OF THE DECADE ARRIVES

As a new 3D Age starts in Real-time, your new classic strategy gaming side enters a new era. For Midwinter is a strategy legend concept that launches revolutionary technology into the 3D computer arena.

The scenario is consistently meant as a new 3D Age game to watch. Together with a great plot, 14 players you have created the Midwinter, the 3D Multi-arena title that leads the under three from invasion into an exciting your territory.

Developing action and strategy, the game offers a spectacular 3D battle experience, and to a 3D with its strategy, graphics



accuracy. You control 3D personalities, each with different qualities, skills and complex personal relationships. Enemy movements can be tracked, and battle plans made using the inventory-related on-screen map.

In your hat to control the 3D supporting, heat moves, you can see, manipulate, travel by drive, dig, or walk, but you can't see the enemy. There is no easy way to win, but the game's unique map, and its strategy complexity will keep you trying until you're in.

The new Midwinter is only to be prepared for a long and exciting battle against its opponent.



BEVERLY HILLS COP

TYNESOFT go villain-nabbing with Eddie Murphy

AXEL They sit out a group of seven smugglers headed by the master thief Big. These six law enforcers in the game each in a different style.

First you control the gang; in the arms race. This is a left to right scrolling after half state early extended graphics looking gang in detail of sight. To kill the villain you must press the fire button twice. First to get into gun

mode and aim, and actually to fire. This takes a little getting used to, but you will soon be popping off bullets quite successfully, as well as the bad guys shooting back at you. This also throws stacks of dynamite and bombs.

The second most impressive section of the game has you chasing three cars loaded with crates of arms. You must weave in and out of the other traffic while trying - for their strength times and they will explode. If you manage to overcome the frothy landing of the vehicles in the big's mansion in the final two parts of the game.

Beverly Hills Cop licensed by the writers of



The action driving section in the BHC car chase looks excellent, but plays more like a race.

the gangster. There's nothing spectacular here, but the product as a whole is quite entertaining and should stand up to quite a few hours of play.

• Laurence Searles

RELEASE BOX

ATARI ST	04.99	04.99/04
AMIGA	04.99	04.99/04
IBM	04.99	04.99/04
EPIC	04.99	04.99/04
CD-ROM	04.99	04.99/04

ST VERSION

Nothing special with five minutes of the strong action when most of the ST is in 16-bit mode. Don't be disappointed with good action when not available to play.

GRAPHICS: 3 10 FRAME: 4
 AUDIO: 7 FIVE PAGE: 9

AGE RATING 740

PREDICTED INTEREST CURVE



Take with a pinch of salt, but should provide a good idea of how much interest you can expect to see.

CD-ROM VERSION

A completely different game to play on the CD. There is an extra cutscene, but the overall quality of the game is a little better. Don't be disappointed with the CD-ROM.

GRAPHICS: 5 10 FRAME: 4
 AUDIO: 8 FIVE PAGE: 9

AGE RATING 550

World of Flight

Travel the globe with the best in simulation software: **WFO™ Flight Simulator™**, **Standard/Navigator™ Jet™** and **Starlink Navigator™**. Discover the world with **Scenery Update (Flight Canada 1)** and other supplements in our integrated flight line!

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MAGAZINE OF THE NEXT DECADE

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ON SALE MARCH 15
AT ALL MAJOR NEWSAGENTS

THE UNTOUCHABLES

OCEAN demonstrate that no one messes with Elliot Ness and gets away with it

THE legendary Elia Ness introduces a new breed of the infamous Al Capone into the subject of a classic television novel at the Elia Ness starring Robert De Niro as the great man himself. At that time there was a great deal of interest in hard-boiled Chicago. There were interesting film and television characters of purebred action and of course great names like Gregory Peck, Robert and Paul Newman. Capone made themselves famous by playing mobsters.

Recently there has been something of a revival in the genre of Chicago history with several new treatments of old gangland stories. As well as a revival of the Robert De Niro character there has also been a long overdue and very successful film of the Little Rascals starring Don Cheadle and Brian Dennehy. Capone's game is based quite strictly on the life of the film.

You begin as Elliot Ness as a warehouse full of crates of liquor due for bootlegging. Your task is to collect ten pieces of evidence that will be bootlegging in taking place. This involves shooting Capone's bookkeepers, taking them to their frozen overcoat and tak-

ing the documents they drop. At the same time you also have to contend with the other members of the gang who are all intent on sending you to an early grave.

When gang members are shot they occasionally leave footprints behind them. Collecting these does useful things like helping up your energy and giving you limited computer fire. As if you take a strategy game quite enough to cope with you also have a limited amount of time to collect all ten pieces of evidence. The trick is to split your time between collecting the necessary bonuses and chasing the bootleggers.

Next it is time to border bridge in an attempt to stop an illegal liquor run, but here some very sharp shooting is required. The same is also true of the Alcazar game. Here you are treated to a very slick and very difficult shoot-out. The obstacles you need to play is located around a wall at the end of an alleyway. Once the inhibitor and he jumps round the corner to kick a volley of bullets from position shooting out all windows. He has only a moment to aim and fire before ducking back to the safety of the wall again. There must follow more shoot-outs in a hallway station and finally at a hallway only you now have weapons to avoid which makes re-arranging but only a useful attribute, but absolutely essential.

The one thing which soon becomes clear about *The Untouchables* is the similarity in concept and execution between the product and *Rastan*. The graphics and gameplay in the first set box especially are reminiscent of the first and best iterations of *Rastan* (shamefully while). The *Untouchables* is a very fun-packed game, at several points have played it off the other boxes. While *Rastan* was quickly playable and had plenty of variety. *The Untouchables*

For more difficult shoot-out on up action.



The action in the underworld...there's a nice bonus already...

RELEASE BOX

STAR BY	CD ROM	CD ROM
ARCADE	CD ROM	ARCADE
SPECTRA	CD ROM CD ROM	ARCADE
AMSTRAD	CD ROM CD ROM	ARCADE
CD ROM	CD ROM CD ROM	ARCADE
IBM PC	NOT AVAILABLE	

PREDICTED INTEREST CURVE



Difficult to get into, but this should keep you occupied for some time before your interest wanes.

is a little less elegant, and there is not really that big a difference between the sections.

Despite all that it is, perhaps a little better to draw for many parallels between the two games. *The Untouchables* is a good game compared with some other recent releases. I could mention *White* it may not have a lot of immediate impact. But it is a game that is likely to grow as you proceed. You take the time and trouble to overcome its level of difficulty.

Leanne Corbett

AT VERSION

The original version of *Top Gun* offers an extremely polished, as we have said, it is a very, very good game. It is a shame that the company is a little difficult to play in the center sections of the game. As the game has been quite as accessible as it might have been to the average player. Nevertheless, this is a most quality game which is otherwise a superb game.

CHALLENGE 9 **IN FACTOR 4**
ARCADE 7 **FOR FACTOR 4**
ACE RATING 888



AQUANAUT

ADDICTIVE'S underwater world

ROLL UP roll us level to make strategy beautiful features - and kill them

Actually it's not as pointless killing in this three disk epic from the same team who designed The Bonnet. It has a point to it. A highly developed plot no less - in the style of a classic 'S' movie.

In a last ditch attempt to rally their forces following a failed attempt to capture parts of the Bonnet's alien base orbiting in the Atlantic Ocean where they are hiding to awaiting for their rescuers, you are the super hero the Hero - the only one deemed tough enough to strike him to see in his challenge.

You are dropped in the area by a high speed launch. Your mission is locate Commander Jackson who will destroy it. But you do with all speed if you're there is a lot more to that the Hero. Jackson and his cohorts have been mysteriously re-located to some other thing or things on Earth. But what?

That may sound like a puzzle of a movie for a man with such a prodigious appetite for adventure as the Hero - but things have been made rather difficult for him.

For a start there are the perils. There have a tendency to turn towards you at great speed - implying you are the prodigious and turning you into a helpless victim. At the command screen you can pretty just it.

The video are pretty good as well - having undergone a mutation caused by tobacco pollen. Not just also means, and tobacco seeds are also hazards that have to be overcome. Each fish found is followed by a screen explaining what exactly the fish can do.

But it is not just of hazards and problems for the Hero. The Aquanaut team have developed several variants in the ocean period with equipment to help you complete your mission. By creating open these variants, you can then



Here, looks like you've got company -

swim into them to pick up extra ammunition. A booster is placed into through the water at great speed. Transmitter, First Aid Kit, Core Box, Wire Cutters, and Super Agent Pills. All of these items need to be used at the right time to complete the mission. Only a limited supply of oxygen can be taken with you on your mission so you will have to find your way to the deep sea diving tanks to replenish your supply from time to time.

Level 10 is a good deal tougher than the first one. There is small icons to worry about that simply swimming along horizontally - blowing everything that comes your way with your hydrogen gas. You have to reach your way through a cavernous system of flooded caves beneath the Ocean Floor. Some very strange creatures, but down here. There is the real monster that pops up cross-like from under water a rock and explodes you while. To make matters worse, some of the rooms are blocked by bottom so you have to pick it up and use the mode of Aquanaut to blast a corner.

If you survive this for a time for another disk you will level three product you with the final showdown against the Bonnet's intent to blow you to destroy the Hero.

Programmers Paganini have out a lot of love and care into Aquanaut. Its class also has paid to produce an excellent video tape

ST VERSION

Three disk period will with graphics, all items for cutting down in effectiveness and bringing the best. The overall an absolute, if a 3D computer then also a very short, even - the beautifully looking parts of the game - something that is not very in selling on it.

DEVELOPER S I IN FACTOR 5
GENRE 3 D IN FACTOR 7
AGE RATING T4E

PREDICTED INTEREST CURVE



The goodness of Aquanaut will mean that you will want to continue all of it, those you have been completely seen everything, and lose everything though - that may well be the end of it for most players.

RELEASE BOX

ATARI ST	INT DISK	DAT MON
LEADS	175 lead	MINIMUM

For other variants please...

standards - making the whole package the best of a Commodore game. Unlike many some graphics-heavy games however, Aquanaut is not at all lacking in playability. The atmosphere is fantastic - a nice in fact, to swim through the water with the real look and feel of an underwater command. Another nice touch is the ability to be able to choose which fish you wish to start on right at the beginning of the game.

Only two criticisms have to be made. The first is the lack of creatures in level two. The ones that are there are fantastic, but they are not too far and too few - making the low occurrence of Aquanaut very hard to compare with the rest of the game. The second criticism is that Aquanaut is very much an all-in and leaves it type of game and for a just all up of the price a lot more longevity would have impressed in one further.

Despite these niggles, Aquanaut is a refreshing, pretty and absorbing game and likely better than The Bonnet - and there are indications that Paganini are indeed a one-off event. It is a must for those who are looking for a game of being up to it of the type that do rounded their previous release.

Eugen Lutz



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INDY 500

THERE have been so many racing/ Indy games recently that to even call this game with driving action is to miss the pleasure of just watching cars struggle in massive walls of suspension and driver. One look at Indy 500 is all that is taken to let us get into those states of the on-driving conditions that it is so great. Indy 500 does for the type of game what Autoquest's border-defer light simulation, real-time racing.

As you have probably gathered by now the game is based around the world-famous Indianapolis 500 race — a competition always guaranteed to provide plenty of thrills and spills. You have the option of either doing a few laps, but this time, no qualifying for the greater race. There is also an option to race without car damage so that if you're nervous or other cars can still continue.

From the cockpit of your car, you can see the road ahead of you in spectacular solid 3D water graphics, as well as the road behind as you wing through. Right, never all sets plenty of games employing solid 3D water graphics, so what is so special about this one? In a nut shell — speed. It is very fast. In fact it has to be the fastest PC driving car ever.

The sheer feeling of being there that you get from this version is incredible — take a corner too fast and you will get sliding across the road into the barriers. Hit another car at high speed and both cars will disintegrate in a spectacular shower of debris while the wrecked bodies of the cars spin across the track. The realism gets better yet, if there is a

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The view from the cockpit. What you don't see here is the speed!

crash, the wreckage does not just mysteriously disappear as it does in so many other racing games, but the crashed cars will still be there when you pass them on the next lap.

The car returns to the race after a crash by pressing the ESCAPE key. This will turn aside to reveal a reality option, which allows the mechanics heading up to the crash from a number of different viewpoints. These include inter-

PC VERSION

If you have access to a PC, it is inevitable that this is one of those situations in which you have to choose. But I believe that you will have to choose. The entire program will download and will be based on the system you own. One of course, 386 users will only get the special benefits, but don't ignore the program if you have a slower machine. On a top-class PC you will have to make do with the usual creak-les sounds, but the program does drive some of the audio sound boards available for the PC. If you really want a suit as you're up. Only one of the best PC racing programs. — JRM

QUADRANT 5 10 FACTOR 4
RATED 5 FUN FACTOR 5
ACE RATING 930

PREDICTED INTEREST CURVE



A spectacular game that you will still play of really enjoy long term!

mediate satellite style view which allows you to see the action from above. There is another screen, here with Autoquest's number 1 that the reality screen has a very narrow view to monitor the total cockpit view — not strictly essential but nevertheless a welcome feature.

Right, we've established that the game looks great, but how does it play? Well, if you've played it using the keyboard and found the controls to be very responsive, having said that, the game is not difficult. It is a lot of fun to manage those corners and find yourself spinning into the walls after attempting to take a corner too tightly. And when you spin, boy do you spin — it makes you dizzy! There is a bit of danger of water steering and scrubbing the line on the outside of the track. This more often than not results in a slower lap and it's unfair!

Indy 500 is, without a doubt, the best racing simulator yet produced on a micro. It has all of the qualities and features that make a really good game and more besides. Even if you don't normally like this sort of game, I am convinced that you take a look at this one, you'll be right-hand with its tremendous graphics and bags of playability this is sure to be a clear winner.

— Lawrence Butler

TOWER OF BABEL

ACE
RATED
930

MICROPROSE cause brain-ache with their stunning 3D puzzler

PETE will be remembered as being inspired some of the most original and creative games to emerge during puzzle computing's first decade. The fun, for instance, broke new ground in terms of graphical capability and design. It was followed by several other titles, all with different kinds of software, and all having one thing in common: highly creative ingenuity.

Tower of Babel, the latest program to arrive in Cades, is no less stunning than any of the earlier work. Close apart, it is chosen based on superb levels graphics, amazing graphics, and an atmospheric scenario. In the middle, for people of much less built, a full story for the purpose of communicating with God. The Tower of Babel, although rather unsuccessful at attracting the attention of God for tower #4, provides a view among the other buildings. These buildings being left behind them, three types of spider-like robots: Zappers, Gradders, and Pushers.

The graphics also have enhanced the readability of the tower. All the pillars are not just long, thin, and can be destroyed. They are built, begin to build, begin to destroy, the spider-like robots are used to maintain these three and push through the various towers. In order to get them here is better.

The towers are presented using extremely good three-dimensional 3D vector graphics. The towers are composed by a variety of blocks designed by the Microprose. These range from Zappers, which fire deadly laser beams to Pushers which move any objects it touches with them, and a whole host

of other robots to further your progress.

For each tower you are given a set of objectives which usually is a combination of collecting items (Zappers power packs) and destroying specific objects. Using the mouse to click on a full panel you may control the spider-like robots available

to you so that the desired objective is achieved. As you must have passed by their names, each of the spiders has a different behavior: the Zapper is your offensive robot and is used for destroying obstacles. The Pusher is used for moving items around the tower and the Gradder is for collecting items. Although all performing well, the computer is highly intelligent.

You do not have to have great arcade skills to complete any of the towers. In fact, it is all that is required. Your movement can be from any of the spiders or one of four cameras placed on each side of the tower. To solve a tower often requires a great deal of thought and observation before you start to move or do anything. Once you do so, you may start a chain of events that cannot be stopped and the wrong move could mean the difference between solving a tower or failing.

On the early towers it is a simple matter to move each of the spiders separately and solve



A PICTURE IS worth 1000 of the early towers. It may look simple but you still have to puzzle for hours!



A view from your Zapper, showing the Gradder and Pusher. Notice the obnoxious spider-like robot.



RELEASE BOX			
SIEMENS	124 00	124 00	124 00
AMGA	124 00	124 00	124 00
No other version planned			

BT VERSION

It's highly recommended that you purchase and install the BT version of the program. It's a complete system that is very adaptable and it should provide lasting entertainment. There's even a tower designer included so that you can have a go at creating your own puzzles. Highly recommended.

◆ Laurent Guibert

GRAPHICS	9	10 FACTOR	10
GAME	7	10 FACTOR	8
ACE RATING 930			

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MECHWARRIOR

Battle through the 31st century with ACTIVISION

BATTLETECH is a highly successful sci-fi role-playing board game inspired by its cult lineage, which dates from the early 80's (aka *MechWarrior* - sensitive readers may have seen the American version *Robotech: MechWarrior* is the second computer game based around *BattleTech* - the first *The Crescent Moon's* inception was a role-player from before). The new game is a fusion of role-player and simulator from American software developers Omega whose previous work includes *Arctic Fox*, *F34 Falcon* and *Albatross*. *BattleTech*.

Set in the 31st century *BattleTech* uses the same universe controlled by the *Baron* or *State* (House *Steiner*, House *Curie*, House *Wulf*, House *Ullrich* and House *Demme*). Each House has been building for hundreds of years for the control of individual planets or whole planetary systems. The constant war has led to advanced AI technology of advanced Mechs. A level master of technowarpage a member whose everybody considers dead or no present in order to maintain their focus. The battlefield itself is dominated by mechs (robots known as Mechs) such as tall as a building and more powerful than a division of 20th century tanks. Enter you as a character normally taking on a steady work with high rewards - played out House off against the other.

You start the game in as 18 year-old man with a fully resolution a body heavily armed *Junior Mech* and one million credits. The primary is split between the condition (rotating part - where you get a once fully equipped and replace in contact (mission) - and the mission of the actual mission which is portrayed in the classic flight simulator format.

First order of business (at least) is to head for the bar. There you get up to date with the local gossip and check out the local talent - potential new talent, that of the more detailed character sheet where the action is to head just into the *Starliner* Computer news article. Once played get the character sheet start to build in take on a contract from one of the *House*. You can choose from a variety of missions from ensuring a ship will get to capturing an enemy base. You can even go for an extended campaign with various sub-missions - if you can handle it.

Obviously you must take note of how each

House feels about you after all if you've just lost it up a *Steiner* contract might mean their ability to offer you a very lucrative deal for you and vice-versa? Negotiation is the name of the game (and don't accept your first offer - you'll get a little and you might be pleasantly surprised). And if you don't like what's on offer you can also come to another planet or solar system. Finally it's down to try for for getting out your Mech and then sorting out your opponent.

Visiting the planet *Mech* complex allows you to buy, sell, steal or repair your complement of Mechs which can range from one to four.

MechWarrior supports up to eight Mechs from the 20th century *Locust* to the heavy duty *Battlemech* weighing in at a cool 95 tons. Each Mech has its own strengths and weaknesses - as you'll find out in the heat of the action. Taking off first - that is the single most important factor when putting a Mech. Easy time you fire a weapon or get hit your Mech heats up. When the temperature rises beyond a certain level your Mech will start to overheat. It won't actually shut down.

The mission itself is portrayed from inside your Mech's cockpit - like a flight simulator - with a real 3D real time environment processed through the workstation. Among the facilities available to you are radar and map markers, damage counters and weapon status. You really feel you're there -

PC VERSION

The main's thought of *MechWarrior* are closely done with MS-DOS, VGA and levels 3D graphics support. The 486 and 386 versions must along at a far pace over an *IBM-compatible* (although the 386 33 and 40 MHz versions are supported they haven't been implemented) at very well - at least the main speed test efforts are functional and so the business. The most rapid of the tests are the updating speed tests that can be done during the game. *MechWarrior* will not tell you about to look of the board game, but you'll discover a host of very well-organized information to get in touch.

GRAPHICS: 5 3D FACTOR: 5
 SOUND: 5 FMV FACTOR: 5
 ACE RATING: 857



Mechs are a Mechwarrior's (the mechs) Mech on the battlefield. The pile of junk in the background used to be one of your own mechs (remember playing in *Junior Mech*) - before the *MechWarrior* joined its with the *Junior MechWarrior* (PC) and *3D* (simulation) (don't worry about the reaction bar - we don't see the game here).

PREDICTED INTEREST CURVE



think it's possible the stable represents both of the Mechs, and the many different game Mechs.

During play I started with a lightweight *Locust*, but I made up for its lack of power with particularly vicious tactics. The great thing about the *Locust* is its infinite staying power - you can continuously pump your base *Space-flooding* machine guns and *MechWarrior* (don't leave without having to worry about your fuel buildup). Another great tactic I used was planning up for my opponent's Mech and being on hand to fill back into their legs - most Mechs have inefficient close-range weaponry. They who don't - well I even managed to knock out two *MechWarrior* in one session with the *Locust* - getting up a hefty reward into the bargain. One of the most important things to note and master is using orders to your (since your crew can be busy - you might want them to attack a *Battlemech*) they might have different ideas.

MechWarrior had the feeling right from the start, it's a new perfect focus of flight based simulation and role-playing game. First and foremost.

© Paul Hayes

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CHAOS STRIKES BACK



FTL/MIRRORSOFT finally bring relief to starved Dungeon Masters

THIS is the message that thousands of Dungeon Master fans have been waiting for: *Chaos Strikes Back* has finally arrived. The position that will now be on the lips of all those leaders is, "was it worth the wait?" So let me put you all out of your misery right now and let you know the answer: most definitely YES.

The first thing to point out about *Chaos* is that it has been produced by a small stone product, so you can still see it even if you don't have the original *Dungeon Master* disk. You don't even have to have a great game disk with characters who have worked through *Dungeon Master*—although you will find *Chaos* runs as great as any other.

Chaos Strikes Back actually comes on two disks: the game disk is a 3.5-inch floppy disk, the other is a 5.25-inch floppy disk. The 3.5-inch disk is something that you'll have to be familiar with, but you will like it in the also interestingly. As well as containing an excellent campaign that introduces the module, it also contains a character editor. The editor allows you to load up your saved characters and view them. There is also a custom editor with which you can change your character's appearance. It sets the race you choose from to be, "he may also change their looks as you wish."

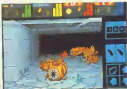
Aside from that function, the editor also is also used to create the saved game that you must begin *Chaos Strikes Back* with. This program allows you to save your existing *DM* early but stops them at all their possessions first. If you don't have any characters from the first *DM* game you can select the option option on the main game disk. This allows you to enter the full set of *Mines* and select a new party from the images restored there. The *Chaos* files available are a lot more powerful than

those that were available at the start of *Dungeon Master* but don't get too excited—*Chaos* is not a quest for the preservation. As one stage while I was wandering through the halls I managed to slash the down a stairway into a defense chamber full of enemies, who made short work of the character I had and slaying me I still haven't figured out quite what happened but it's something to watch out for.

Chaos has been used and a new saved game with your characters you can load up. The game disk and again. If you are entering a new game start to *Chaos* you can load a new save. All the game begins you are placed in a huge and chaotic. There are half a dozen hungry orcs and a wizard leading straight for you. You're wanted and the only out is to look about now! Well, unless you're only good at thinking on your feet the streets is going to be a particularly nasty death.

The message here is quite clearly that *Chaos Strikes Back* is a game for expert *Dungeon Master* players, rather than anyone who is new to the system. So if you haven't played *Dungeon Master*, there why not give that a try before you tackle the module? You'll soon see what you're "been missing!"

In case you think that *Chaos* is just a bit too daunting for anyone with a brain smaller than a planet, don't worry—some if you get completely stuck, help is at hand. For here you come to the final application of the *Chaos* library disk—a text window which you select the text block it reads your saved position and direction.



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to see where you are in the *Dungeon*. It will then provide you with a number of clues for the level, together with descriptions of the creatures you can expect to encounter. The system works well because it is entirely up to you how many hints you see and consequently how much is given away by the world.

As for its presentation, it's obvious *Chaos* takes much the same as the original *Dungeon Master*. The graphics however is only superficial—in terms of strategy and atmosphere. *Chaos* is always ahead of its competition. "And that's hard to believe!" and "So it will use. When you're out that out on the character and find up your name (the rest was with every enemy. Unusually recommended). All those who have played with the first game will see how looking for something more to make their interest.

© Lawrence Sanders

STRONG VERSION

This one really has established a niche in the graphics. It's a strategy that we would like to see in the next few weeks. Although they are all very interesting, there's just a few to look out for. The first is the *Chaos* library disk, which you can use to load up your saved characters and view them. There is also a custom editor with which you can change your character's appearance. It sets the race you choose from to be, "he may also change their looks as you wish."

Aside from that function, the editor also is also used to create the saved game that you must begin *Chaos Strikes Back* with. This program allows you to save your existing *DM* early but stops them at all their possessions first.

If you don't have any characters from the first *DM* game you can select the option option on the main game disk. This allows you to enter the full set of *Mines* and select a new party from the images restored there. The *Chaos* files available are a lot more powerful than

PREDICTED INTEREST CURVE



People are still playing *Dungeon Master* for... well, it's not a secret. Working out from *Chaos* *DM* *Back*.

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Screen Shot taken from the Amiga and PC Versions

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PSYGNOSIS
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BAD COMPANY

LOGOTRON send in the heavy mob

LOGOTRON introduces you to the toughest night class of death since the ACE evasive team last flew Windows. The action takes place in cramped space where the Commander is cutting his way through their forces — all a mission to destroy the alien Reforans on four distant planets.

You select your warrior from a Special-ops style figure gallery which shows you a brief chat of each and provides a brief biography. The favourite choice is Athena de Santis — who is low on strength and stamina but is very agile and flexible (good at dodging the foe). If you don't fancy her there is Lance, Flash, Gordon, Lucy, Shales, Hercules, Stefan, Frenchie, Muller, Mel, Starling, Chelms, Black M, Gord, Malcolm and Bruce Maner. Worth.

In practice your choices are pretty unimportant as once you start blinding the most colorful of alien that inhabit the four levels of Bad Company success depends more on your own reflexes than on anything else. There is no strategic element included in the software apart from the ability of some of them to carry the heavier weapons. Even if it doesn't matter too much as, whatever weapon you grab can be followed by gathering the power up.

But if the selection of warriors has little bearing (in the game it does at least) provide something — something Bad Company is strong on its reputed 3D looking terrain. You're backwords as well as for walls and features is unique for seeing their surface.

At first glance Bad Company does a little like Space Harrier but it isn't like any important of them — your warriors stay on the ground.

Intervals of play offer a variety of challenges. Weapons and items and any of the four can be loaded right at the beginning of the game. There is no need to reach the end of a level. (More progressing to the next. You decide for yourself when you feel you are ready. To go into a tougher level and make that choice at the beginning of the game.

The four levels feature some impressive items — particularly the log eyes, jelly fish and meteors. Breaking power ups and wall things is fun — particularly when you are well armed and the larger meteors appear on level four. These are difficult to kill and there is a considerable sense of achievement if you can register enough direct hits and avoid their laser fire for long enough to make them fall.

The action takes place in a control similar framed by hot displays which show you the weapon you are currently holding. You can switch between weapons to try out their



The Heavy Gang. Athena a Warrior



Athena holds behind the walls

respective strengths and weaknesses on various targets by tapping the space bar.

Additional weapons are dropped down by your command ship which also beams you down into the game in an explosive opening sequence. As you stretch far from your shield energy is reduced and you will need to walk into one of the shield showers left at various level intervals for you by your command ship replenishing your weapons and shields.

The only problem with Bad Company is there is not enough to it. It is a combination of graphics and effects to provide the game that longer. At least in Space Harrier there was the era of level designers and the desire to complete levels progressively. Bad Company lacks an overriding objective or sense of mission. It's just to get the alien planet. Pretty well as it is, you can't see the the unique pleasure of winning things.

Logan Levy

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BT VERSION

Basically identical. Since Beta's graphics are superior in colour, full 3D graphics — from the characterisation of the alien's and down to the musical score on the British. Bad Company has already had a great end of attention. The Beta's characterisation and 15 on the 15 that is best. The whole package deserves a 4.5 star effect at the design department.

GRAPHICS 4 10 FACTOR 4

ARCA 4 10 FACTOR 4

ACE RATING 820

PREDICTED INTEREST CURVE



Very pretty. Sounds good, but, unfortunately, the graph is based on your existing bank the money.



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BATMAN - THE MOVIE

This month's magazine comes from one of our regular contributors, such as author **Adam Morley**

From Labyrinth: I know that there are a lot of people out there who have become hooked on *Clash's* great game *Batman: The Movie* and there must be many who are anxious for a little help, especially with the later sections. For all those people, I have here compiled some hints and tips for all the sections, as well as maps for the Ark Chemical Plant, Level One, and Gotham Cathedral. Level Four O.K. That's enough waffle; time for the hints we go.

Level One

Level one is quite simple after a bit of practice and requires you to traverse the Ark Chemical Plant from left to right, where you should meet and defeat Jack Pepper.

Along the way you will meet Nagler's "crazies" (throwing grenades) who give you the chance to deplete your strength bar. If you reach a part where they are above you, walk directly beneath them. They may try to throw at you. Use your "Batbar" to go up underneath them and then sit, catch them with your "batwing." If you come face to face with them, fire and retreat or wait until they throw a grenade, walk towards them and fire with any luck the grenade will go over your head. The other gun-wielding crazies should be shot or smacked on the back as you see them. It's actually quite a good idea to fire your "batwing" occasionally as you walk along.

The final stage and you get hit can also deplete your strength quickly and must be watched for and evaded carefully. In general, stay under the first drop after it has fallen, wait for the second to



fall and then walk towards you. If you get hit, you get a red arrow above your head, you should remember when you come to the gun-wielding crazies, wait until the grenade gets an arrow above it and slings it. Pick up your "batwing" quickly to the right and push up hard on your controls. You should swing you upwards without too much damage. When you reach the end, sit on top of the maze, go upwards and fire a "batwing" at Jack. He should then fall into the scotnet.

Level Two

This level is one of the most difficult and requires a certain amount of driving skill. In order to register, it successfully stay roughly in the middle of the road at a little less than full speed, using some acceleration to steer left and right past the cars in front. Get to the middle of the road and another car roars there. Do not cause you to drift back out towards the middle of the road. Don't be afraid to stamp on the "batbar" to avoid double-crashing cars, more hits than slowing down will cause you damage.

After a turn comes up, indicated by the red arrow above your head, you have three attempts before being stopped by the police road-block. If another car blocks your first chance to turn, do not go round it and move into position for the next. To make sure of success, flick out the "batwing" a second or so before you reach the ramp on

Level 3 Gotham Cathedral



Dropper's entrance

Where to end

Joker's starting path

— Hanging backwards

— Place it about 1/2 inch

— Hold it



Level 1 Axis Chemical Plant

Escape Route

Exit Points



to come to

the position of a
before it opens. If a
complete end of one go, but if 3-4
pieces behind where you are at
least you'll fly into walls.
Then if you finish a fly you will
start again only this time, start
from the Balcony.

Level Three

How you have only seconds to
steal the correct three objects
out of eight which form "Batman".

To do this choose the first
three objects from the left hand
column and check how many you
have right. Then take one object
from the first three and add two
more from those which remain.
Check the number that are cor-
rect and try to determine which
objects are the right ones out of
the two rows of three. Put these
together and add a third item. If
needed continue until you get
the right answer.

If you find two of three
rooms 7 or 8, always three one
time, ignoring three possible
choices. A score of 0 is particular-
ly helpful in that it cuts down your
choices for the items, and there-
fore makes things much easier. A
score of 2 means you are need-

one more to

try and rotate back
to where two are correct.

The three objects need to be
selected by the computer at ran-
dom before being available, but
some occur in the solution more
often than others. These should
never appear if you number the
items starting at the top of the
left-hand column from 1 to 8, the
frequency in which they appear
seems to be 4 3 7 2 6 1 5 8.

Level Four

If you keep a cool head and a
steady hand, level four should
prove relatively easy. Fly the
"batwing" at between 200-311,
up and try to stay at a high or
low, constant height above the
ground, hit the ropes holding the
balloons as close to the middle
as possible and as soon as you
have cut one free, look ahead
towards the next. It helps to add
guess where the next balloon might
be, and to move accordingly.

By avoiding hitting the lines, as
these also go down as well as
downing you. Missing one or two
balloons is fairly harmless, unless
you make a habit of it as a prop-
erty for odd one. Many of the bal-
loons can be cut free from a

steady height, but there are those
which require you to duck and
dive a bit. Some forethought and
a bit of early movement should
avoid an explosive ending for your
"batwing". Go with the balloons
section, if you manage to get past
the balloons but can't make it to
the end, you will start again with
only fifty balloons to cut free.

Level Five

Get inside Gotham Cathedral. This
is the final and most difficult level
containing bosses if the Joker's
mad henchmen ransacking floors
racked up-Ars and video walls.

To reach the area you must
navigate the multitude of dangers
and work your way from floor to
floor towards the top. There are
several exits to take but they all
ultimately lead to the same
destination (same however are
more perilous than others).

The rats are troublesome but
can be avoided with care and the
spidee can be the Balcony. In this
level the Balcony comes into its
own, so you need to cut it to
reach across part of the floor and
make it from one level to another.

or just to avoid those dirty little
rats the Joker henchmen should
be dealt with as in the first level.
They are more trigger happy than
and must be dealt with quickly.

At the top of the cathedral
you will see something like a small
house with a door at the corner.
Walk a little way past the end and
kick out your Balcony diagonally
towards towards the top ladder
which leads to a working fire
escape. If you have timed it right
you should hit the Joker and
avoid him off making him fall
rather a long way to the ground
below - SPLAT!

Map of Level Five

The map shows quite clearly the
passages and ladders leading
from the bottom of the cathedral
to the top. Obstacles (balloons
and spikes are shown in red. The
spidee is the rats which I think is
referred complete with places to
swing and land. The dotted line
shows how to shoot out the Bal-
cony and the arrow shows where
to land. The position of the rat
out into a slow stream.



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PlayStation
SEGA
SATURN
PC

SECRET COMMANDS
OSCAR CAUCUS - Found on level 14. No use.
OSCAR OF SEVEN - Found on level 7 -40 to 40cm.

OTHER MISCELLANEOUS ITEMS

COMBATS - Found on levels 9 & 7. Does a door on level 9.
DROGG - Found on level 9. Also carried by Some. No apparent

use.
MACAMFER - Found on Level 10. Does a door door on level 11.
COMPASS - Found on level 8. Tells you the way around some inaccessible rooms. The Matrix, Level 31 & beginning of Level 10.
MISSION OF SHAW - Two to be found. Levels 1-4-5. Does a door door in "Chambers of the Guardian" on level 2.

PARROT'S FOOT - 2 to be found. Increases your hit during combat. Also carried by Some.
ROPE - Found on level 9. Plus a variation but useful for repairing gyms. Also carried by Lyle.
HORN OF HEAVEN - Found at end of level 4. When blown will create a nuclear element to resist.
SCOTT'S SPEED - 4 gems to be found. Increases movement speed when worn.

SORCERER - Read all scrolls that you find. They offer important clues.
 Right, that's yer lot for the month in the next installment we will give details of some special items, experience (with special points), levels, combat tips and other items. As if you don't want to be left as wonder babies, make sure you get next month's issue of our favourite computer monthly.

SEGA SEPARATIONS

Just to keep things better today, here are a whole load of tips and tricks to keep you going well into 1993.

VIGILANTE

One of Britain's London exploits that is just getting to 4 or 5 in the



air, all you have to do is do any of the top left corner, it is the indicator and then press the start button.

WTRFL

When you do and the controller appears that you begin about the Clock of a Berkeley and that in 12 months. When you do the first you begin about the Dead Anticlockwise to get the word that should be 25 hours (year).



Now return to the countdown and use the Dead Anticlockwise and you will get 25 (you count) and you will reach (George Jacques, Berkeley, London).

BLACK BELT

When the Sega rate appears, the screen flashes blue for less than a second. Press the start button and you will have a blue level 8. The lightning of level 1 is a bit marked up and entry. This is just of the start. (Stella Telesford, Aston, London).

SAFARI HUNT

When you shoot the partner or

any other wild animal, keep about up it to gain more points. Use it to read left and to make it easier. (Stella Telesford).

ROCKY

This is it, only for people with good luck! During the bonus stage before Drogo play the key and the start 1, and you should keep both fingers on the buttons. You will now be able to beat Drogo easily because of the power you built up. (Stella Telesford).

ROBBER

When you reach the end of level, just pop on level D and 2 ring in the middle of the screen and then your gemstone at the same helicopter. You should now complete the screen with rain. (Stella Telesford).

SECRET COMMAND

From level 2 onwards you can continue the game (beyond the 2-player option is selected). Just press left to right, left to right, and so on while pressing both the buttons. (Stella Telesford).

SELIEN I

Enter to the blank map to your instructions or input the "map" command into a computer. Go to room 111 (without obtaining any "doors") to go to the three cylinders on the top deck. (Just the one further to the right). Otherwise avoid appear at the top of 1. Take this and your life power will be at 100. Now go into the middle of the 18 and 4 will show up on the screen. Now go behind on the far left, a will make. Go up on the left and the yellow banner on your life will be at 100. Now quickly cut down on the pe-

stick and you should go back down into the room you started off with and your life power should be at zero but you will not die. You are now invincible. (Stella Telesford).

SHEET HOUSE

These tips are to explain the items like candles and the planes etc.
 Candles: if you press next to them a flying tent will appear. Ring them with force, if you press them an arrow will appear. Light hangs from ceiling, if you jump and touch into the move next of everything will stop for a while and you can run freely without being harmed with the screen goes back to normal.
 Flying arrows: if you jump on 10 feet of these, the screen will flash yellow and you can go into points for arrows and trees.

Flying boxes: jump on these and you can use them for a while. (Stella Telesford).

S-FYRE

For invisibility turn off the power. Plug in both (cylinder) right cylinder 1, diagonally down-right, hold joystick 2 diagonally up-right and hold button 12. Now aim on the power and hold down everything until the Sega logo appears, use 8 type stones to



Now press button 2 on control 1. You're now invisible. (Stella Telesford).

Whooop

Regular readers of Console Corner may have noticed that some of the maps are printed last month for Sep or Sep 2 on the Sega news a little looking in color. This does make it slightly difficult to determine which strategy items, sets which. Let me assure you that the color coding was there to help with but seems to have got lost somewhere in the reproduction process! Unfortunately we don't have room to reprint the offending diagrams but don't worry, a bit of trial and error should soon identify the Whooop.

CORNER

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ALL THE LATEST

ACE TELLS YOU ABOUT THE NEWER MAJOR CONVERSIONS...

GHOULS 'N' GHOSTS

USG's Shoot'em up in Shining Armour



On 3 Commodore 64, £12.99; £7.99 - ST version reviewed in issue 28 - ACE Rating 9/10

Of the wealth of good games USG have licensed from the leading Japanese console manufacturers - Capcom - Ghouls 'n' Ghosts is one of the very best.

The sequel to Devil's and Dalins - 'Ghosts' is a fairly late arcade adventure in which you play a knight in shining armour on a mission to rescue a princess who has been abducted by Satan.

The game begins just as its predecessor did in an eerie grave yard where pretty soon ghouls with outstretched arms start running towards you and the long dead begin to well up out of their graves. The good knight is armed with a limited supply of daggers which he can throw at the monster.

The knight needs to be fast of foot as the slightest touch of Satan's nasty red feet causes him to lose his armour and a life every time there after.

Every level has a boss at the end to stop you going on to the next - and pretty tough adversaries they make as well.

Death is not for beginners. It is a tough challenge which requires speedy reactions, careful planning, and persistence - as if you lose the average player gets to get annoyed.

But there is no way a beginner. Its toughness is true to the arcade original and as the old saying

goes - the tougher the game the happier the reward.

C64

All of the game play is here - and the C64 interpretation of G, S, G is every bit as tough as the 16-bit version. Slightly let down by some of the animation. At certain points in the game the knight appears to be running on thin air. The sound effects also have a bit to be desired - appearing as little thuds when on and off at all in the version ACE test it.

ACE RATING 7/10

AMSTRAD

The action takes place in a relatively narrow strip of screen and starts very gently. All of the play levels are here and the sound effect which is high standard. A particularly good touch is the way Satan loses his hair.

ACE RATING 7/10

C64

Moonwalker

On Commodore 64, £12.99; £7.99 - ST version reviewed in issue 28 - ACE Rating 9/10

Moonwalker couldn't have a story about just if it had. It starts off with Bill trying to land a moon searching for the various bits of a bunny rabbit suit that he must don before jumping onto a motor bike and zooming off to the next level.

The aim of this traditional arcade adventure is to rescue the girl who has been kidnapped by the drug Baron - Mr Big. You can win by destroying Mr Big's giant laser in the third arm up on the last level. If you manage to kill, you'll get all the extra space just as in the video.

This is all very well for the video where the plot is no more than a backdrop to the fabulous space routines on the game. Though it does require a touch of patience - even stepping on the red button.



Positioning an opponent in the shooting arena. You'll still most make yourself use the radar screen when you're in Michael and the machine. Don't be putting him as you're in the line.

To make things a little worse the bits of the suit are shown as floating dots.

Getting dressed up in the video suit is not as easy as it sounds. You have to put on all the pieces in the correct order. It's no great feat to put on the boots before the socks and so on.

Once you get to level five it is slightly disappointing to discover that it is divided exactly the same as the previous level. The same method wins the radar only this time you are at the 164. That's it here is to grab all of the robot's

C64

Turbo Out Run

By David CBA/128 Jo White
 £12.99 (H) - Amiga and ST
 versions reviewed in Issue 28
 - ACE Rating 9/10

Key facts before 57% and Amiga's rated the world's best racing games that have earned credit they were played on the C64.

It's Stop by Open played in pole position for about two years lighting off lesser challenges from Amiga by Out Run and Super Hang On.

Now as 1990 games speed the old Commodore puts its foot down again and switches up a gear with a heavy-duty new race game.

The system for Turbo Out Run is that in the C64 it converted a follow-up from a double-duty Old Man II who taught us that more than just increased from about double the speed out of hand. It is much more than a quick look at the old race with a few extra sports grafted onto the graphics. It is in fact a complete rewrite from scratch of which development house Probe are probably proud.

You take the wheel of a super fast Ferrari F40 in a race across America against a Porsche 959.

The battle of the super cars starts in New York City - heading west across America to California. The race is strictly legal and the big cars will attempt to keep you off the road - but who cares about that? It's a matter of who has you the way they feel matters it is to prove to the Nevada locals a year programme was that your Ferrari F40 can take care of a Porsche 959.

At the start you can choose between automatic and manual gears. Once the race is under way there



ACE
 RATED
 9/26

are opportunities to increase the performance of your car by purchasing multi-problems, high speed engine and special turbo.

The race itself is split into six best levels on two separate tracks. The different levels treat you through a great variety of landscapes including street scenes and the particularly tricky final level with lots lying across the road.

The speed and smoothness of Turbo Out Run on the C64 has to be said to be delivered. It is a major improvement on anything that has gone before. Its pleasant noise of the multi-spoke tyres that have accelerated C64 racing games at the point. The conversion is the work of Steve Cook and Mark Kelly - two experienced programmers with classic last Star-Quake from Bubble Bobble and the resident composer of C64 hit 'Real of every other time hole.

All of the bells here the things are here - including the program map work shows opening sequence in which the clearly simulated by Ferrari and your own road is by Porsche. There's more and some superb sound samples. Probably the best C64 one-up conversion of the year.

and destroy as many legs of drags as you can. Once you do the you turn into the Stratos car and car zoom on to level three.

At last is genuinely new challenge. The horizontally scrolling shoot em up takes place in a night club where Michael has to shoot it out with the big a steam locomotive.

This is the penultimate level before the final show down against the big a giant train.

Four games of increasingly entertaining may if levels are not too are a bit boring. The opening levels have a feel of the man about them with the face showing Michael around the more it is shown there isn't the equivalent of the Ferrari power-ups as it would have been nice

to be able to have a go back at the crossed form.

The business of gathering the lots of the out and the terminals has a certain appeal despite the fact that they are placed in the same place every time you play the game.

Two games - are you have to re-plot it every time you run out of fuel and two the music is awful - which is unfortunate for a game based around its own Jetsons.

All in all - a credit for M. fans but an average title neither for extensive file.

ACE RATING: 6/10



got in an arcade Tengen's Hard Drivin' has been one of the top five simulations of the year. With more racing games that use better graphics for camera cars, Hard Drivin' managed to edge ahead of the rest by offering a very real driving experience. The game plays more like a simulation than an arcade game. Very responsive controls make the car act like the real thing. If the car behaves out of control you have to really wrestle with the controls to get it back on the right track.



A choice of two tracks - speed racing of the usual track can be selected by lightning the start points once you start driving. Although the speed track is good for practicing your steering and maintaining the gears the real test is to be on the start track.

Three starts are on offer - Loop the Loop, Bridge Loop and the Bank. You are racing against the clock so you need to keep your fuel down as much as possible.

When you have mastered both courses you can take the ultimate challenge and race against the computer controlled Phantom Phantom.

Overall the Amiga version is a most convincing conversion of Hard Drivin' - leaving the edge on it for smoothness and with the added appeal of its new and sound.

One slight glitch in the graphics gives the effect of the other cars in the race appearing as if it increases in certain points in the game. But this is a minor irritation and does not detract from the game's playability.

Amiga Friends can feel proud of this steady conversion job in Miami.

ACE RATING: 9/10

AMIGA

Hard Drivin'

Demarcq/Tengen. £19.99 (H) - ST Version ACE rated 9/10 and Spectrum Version ACE rated 8/10 in Issue 28

The first thing you notice when the Amiga version of Hard Drivin' loads is a stretch of tyre and the sound of a finely engine revving through its gears.

The music and sound FX are what sets this version apart from the others and places it in a league of its own.

For those of you who never

1

★ ★ ★ ★ ★
RAVE!
 ★ ★ ★ ★ ★

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IG

2

Laser Squad Iron Bladeoff

Laser Squad combines strategy with the use of grenades and a variety of automatic weapons to defeat your foe. You can take the part of leader or leader, play with a friend, or play alone at multiplayer. The player option plays against either an opponent or a fully developed AI bot!

Laser Squad is a terrific game that is completely playable and fun! Definitely not recommended as one of the best of any genre! **Andy Smith, Mega Format**

Laser Squad

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4

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A Kick up the 90s

While the 1990 stepping up to be the best World Cup for decades most football-friendly critics have been sharpening their foxy skills on computer. Several games have been launched this year already and several more are in the works and more are to follow.

Computer soccer goes right back to the very beginning of home computing. The earliest home computers had soccer games. About rudimentary ones and the only latest machines such as the Super Mega Drive offer all-singing and all-dancing computer foxy with proprietary sound and graphics.

Its customizable features to what you'll become 1980s technology has really improved local software. There are two reasons for this: first, track foxy (an in-house around strategy rather than real-time skills). Secondly, the status of any arcade-style foxy game is playability rather than cosmetic appeal effects. You can therefore get just as much playing pleasure from a sluggish old Spectrum as you can from a sparkling new Amiga 2800.

What will really count in the sports arena is the development of software skills. So a certain extent these are underpinned by new technology (a) the real fans are going to come from continued experimentation on the field. With so many football games currently being released the art can only improve. And of course larger memories and - ultimately - CD-ROM should really enhance the production of things which to date has been one, and where many of the games could do with a touch of improvement.

Chris Ylvis of Sensible Software the Developers of Menaporta Soccer is obviously a believer, because his reaction to the camp will become so good it will make people want to play foxy for real. "Foxy games will become more like simulations up to a

1989 saw an explosion of computer foxy games with more launches than in the previous three years combined. ACE examines the appeal of the game on the small screen, rates the latest offerings, and looks at how future computers will improve on-screen foxy

point where people will realize that playing foxy for real is a bit short for"

Meanwhile, you have steps for every player in the field. Sensible have seen their game sell well throughout 1989 but they believe their six-party 16-team set to be best for the computers yet to launch, their game. "My guess is that every club, being everybody else to the market place, football games will start to come", in a more confidence.

"I have faith that the good games of the future will present the player with the 'best game' of the current market. We would be allowed to bring some of the greatest football players and bring in professional real-life team structures. The final way would like to have got into, or about all the game, then depending on what you'd like, either the player would choose who they play in, how well they do if whether they may show interest of goals (goals for lost) and how good the player are. They'll be helping to the ball when the goal is when an substitute is, an another, 'steals'!"

Both CD and CD-ROM titles (the latter in a novel format) have great potential for the ultimate soccer game. Ideally, the management (game) will be the complexity of these developments (making use of the real life) of video footage, statistics, and documentary elements that has been compiled since the first ball was kicked over a hundred years ago. Improved computer-based links for computers has and more possible full-screen video games with rich audio connecting a computer football (Sensible Soccer) and challenges (real-time) would seem to be an obvious extension of this.

In the medium term there remains a good deal of mileage to be had out of soccer on 16-bit machines. Nobody has yet produced a Commodore-style mix of management and tactical football with strong graphics. 1990 and the Italian World Cup should provide the impetus to make this happen.

A clear lesson with the last few years has been Amiga QW-QW with its speed, fast shots, computer passing, and complete with deep audiovisual features which nothing else has come close. Our league players are bound to be a point for positive reasons

system of games launched in the fall have become beloved by the ACE review team's own players.

Watch out for future body updates in the shape of *Clash Royale*, *Wavelength United* and *Lo Legend* are all slated to come out as computer games. Next year's World Cup will have an officially licensed computer game and there seems little doubt that the popularity of computer soccer is set to continue.

ACE REVEALS SEVERAL OF THE BEST "TOP SECRET" COMPUTER GAMES

Rock Off

ST: \$14.99/24.95 • Amiga: \$10.99/19.95 • PC: \$10.99/24.95 • Spectrum: \$14.99/24.95 • C16: \$10.99/24.95 • C64: \$10.99/24.95 • CPC: \$9.99/24.95

Amiga Championship-winning performance with *Rock Off* is down to the programming brilliance of Dave Cox, an Amiga group member who changed the rules of computer body games. His revolutionary approach allowed white squares of green grass (my first salute, but a very first moving game). The official rules of a pitch ball, awarded to be made in a state rather than the traditional card pitches that are awarded in many other games.



Rock Off also offers a totally new method of trapping and passing, which again introduced a new level of realism. Not as pretty as most other computer soccer games but far more playable, and in this type of game the playability is everything.

There's just one bug in the software here. The final version of *Rock Off* recently released simply doesn't run the real deal.

ACE Rating: 9/10

World Soccer

Amiga: \$14.99

Here's superb soccer cartridge for the Master Sys. You offers very sophisticated control over the ball. It performs well in the three vital departments of passing, shooting, and heading. There are also lots of stats such as a penalty shootout decision sequence and stacks of award team options to show that a very close runner up for the ACE Championship. It could have gone either way. *John*

ACE Rating: 9/10

Microprose Soccer

ST: \$24.99/24.95 • Amiga: \$14.99/19.95 • PC: \$14.99/24.95 • Spectrum: \$14.99/24.95 • C16: \$14.99/24.95 • C64: \$14.99/24.95 • CPC: \$9.99/24.95

Contributes to the fun and enjoyment of soccer. This is the computer body game that might be licensed by Rodney Marsh and George Best. All sorts of info and stats have been added like Banana shots and action replays. Its league performance was



Slightly impaired by a lack of consistency in stats of the versions (the Amiga version in particular didn't perform like the others).

ACE Rating: 9/10

Emlyn Hughes International Soccer

ST: Amiga: \$14.99/24.95 • Spectrum: \$14.99/24.95 • C16: \$14.99/24.95 • C64: \$14.99/24.95 • CPC: \$9.99/24.95

Performed well on 8-bit machines and might have challenged for top honors had the 16-bit version been launched earlier in the season. Don't be put off by the fact that the game carries the name of that amazing team. Emlyn Hughes International is an excellent game despite the proceeds for good causes and enjoyable shots at goal. Manual control over the keeper is another nice touch.

ACE Rating: 9/10

International Soccer

Amiga: \$14.99/24.95 • C16: \$14.99/24.95 • C64: Commodore: \$14.99/24.95

This was the first good computer body game. Originally coded by Andrew Spencer (of *International* fame) and played on cartridge for the C64. CE, managed a lot of a Championship but with the game by bringing it out on cassette for the first time. If you own a C64 you really shouldn't be without it.

ACE Rating: 9/10

Match Day II

Spectrum: \$14.99/24.95 • C16: \$14.99/24.95 • C64: \$14.99/24.95 • CPC: \$9.99/24.95

John Wilson's award-winning Amiga body game for Ocean returned some glory to the Soccer legend for so long held by Commodore fans for the title of Soccer. Spectrum legend. The Match Day games changed all that. With stacks of game play options like changing the time, altering the length of the game and many others. The game play was the horizontal perspective type on the lines of Andrew Spencer's *International Soccer*.

ACE Rating: 9/10

Match Day

Spectrum: \$14.99/24.95 • Amiga: \$14.99/24.95 • CPC: \$9.99/24.95

Similar to the above, but with less detailed graphics and fewer options.

ACE Rating: 8/10

World Cup Soccer

Amiga: \$14.99/24.95 • Spectrum: \$14.99/24.95 • CPC: \$9.99/24.95



Five Drive freely controls its well-illustrated graphics. A built-in style camera showing the whole of the pitch and several spectacular attacking options like heading the ball in the air and overlaid kicks. Please really enjoyed the tapping the trigger because its playability failed to improve to the next degree as its sound and graphics. 18-bit graphics might be interesting for football in the arcade computer league but they need to pull their socks up as far as footy is concerned.

ACE Rating: 80%

ALL INFORMATION FROM THE RECENTLY "GOLDEN" COMPUTER GAMES

European Five Aids

Spectrum 10.0000 - C64 10.0000 - CPC 10.0000
This (subtle) look-around for 8-bit machines updated the previous strategy-tapping league in its early part of the year. Unfortunately it was knocked off the list when the big cheaper books came out for a series of reasons: full price launches later in the year, flawed graphics and its entertainment with an efficient dribbling and passing mechanism.

ACE Rating: 80%

Trackset Manager

Spectrum 10.0000 - C64 10.0000 - CPC 10.0000 - ST 10.0000 - Amiga 10.0000 - PC 10.0000
The Jensen management game is in just about every possible situation that might confront a manager concerned. Totally comprehensive and offering all sorts of features including things like newspaper reports, match tactics, managers' diary, records, a choice of one thousand players from fifty five countries. Plays very nicely and with a good deal of humor.

ACE Rating: 82%

Football Manager II

Spectrum 10.0000, 10.0000 - C64 10.0000, 10.0000 - CPC 10.0000, 10.0000 - ST 10.0000 - Amiga 10.0000 - PC 10.0000

The sequel to the legend-calling footy management game year '91 II offers a deluxe reworking of Football Manager. Its original soccer management game with loads more options and features. Enables you to meet key management decisions such as buying and selling players, picking the team, deciding on play formations, tactical decisions and player sales.

ACE Rating: 85%

Football Manager

Spectrum 10.0000, 10.0000 - C64 10.0000, 10.0000 - CPC 10.0000, 10.0000 - ST 10.0000 - Amiga 10.0000 - PC 10.0000 - BBCMicroLink



CLM000 - Atari 100.0000 - IBM 100.0000 - ST 100.0000 - PC 100.0000

The first, and some would say still the best football management game. It's the game that made us design a footy game that never fails - a part of computer game history to be lauded that still appears in all of the hundreds of thousands of games that were sold. Quite a photo star war. Our Fav.

ACE Rating: 90%

Brian Clough's Football Fortunes

Spectrum 10.0000, 10.0000 - C64 10.0000, 10.0000 - CPC 10.0000, 10.0000 - ST 100.0000 - Amiga 100.0000 - PC 100.0000 - BBCMicroLink 100.0000 - Atari 100.0000 - IBM 100.0000 - PCW 100.0000 - cd ST 100.0000 - Apple II 100.0000

Here this was good. Clough's footy with a coach gives some computer games. Several management options enabled you to manage your team in league and international competition.

ACE Rating: 90%

Superleague Soccer

ST 100.0000 - Amiga 100.0000

This one really fits in the best attempt yet to combine strategy with arcade computer simulated soccer.



OK. You can manage a squad of up to thirty players with the program providing information on over four hundred soccer stars. 18-Gap Football League and international campaigns can be fought.

ACE Rating: 85%

Football Director

Spectrum 10.0000 - C64 10.0000 - CPC 10.0000

C64 have been playing footy games for decades years. Football Director is one of the finer first and remains one of the best. Sophisticated game plus makes it suitable for the serious soccer strategist. Football Director II is now also available with even more options plus ST (10.0000) and Amiga (10.0000) and PC (10.0000)-versions. Available for all computers.

ACE Rating: 82%

The Double

Spectrum 10.0000 - C64 10.0000

Start off in the Double Division (nothing wrong with that, you'll be a excellent company with first class facilities like old Croy and work your way up to the First. Once there your aim is to pull off the double. Takes a lot of doing as only the team have managed it in the history of the Football League. Making it off on computer is equally difficult.

ACE Rating: 80



Player Manager

BY JOHN HAYES
OF THE ART OF MANAGEMENT

BRINGS THE QUALITY OF 'KICK OFF TO THE ART OF MANAGEMENT

- Play the BEST soccer simulation. Blistering Pace - Pixel Perfect Football
- Create facility to design your own TACTICS
- Over 1000 individual players each with unique combination of attributes
- A lively transfer market
- Battle for the best players on the ball or the best player on the field
- Load and save game scenarios
- League and Cup competitions



Bring Back The Glory Days, the brief of the newly appointed PLAYER MANAGER, an International class player, as he takes charge of a third division club. His success depends on four distinct aspects of the game.

MANAGEMENT AND TACTICS

Player Manager is a soccer simulation that is designed to be played on a computer. It is a game that is designed to be played on a computer. It is a game that is designed to be played on a computer. It is a game that is designed to be played on a computer.

MANAGEMENT

Player Manager is a soccer simulation that is designed to be played on a computer. It is a game that is designed to be played on a computer. It is a game that is designed to be played on a computer. It is a game that is designed to be played on a computer.

THE ART OF MANAGEMENT

Player Manager is a soccer simulation that is designed to be played on a computer. It is a game that is designed to be played on a computer. It is a game that is designed to be played on a computer. It is a game that is designed to be played on a computer.

THE ART OF MANAGEMENT

Player Manager is a soccer simulation that is designed to be played on a computer. It is a game that is designed to be played on a computer. It is a game that is designed to be played on a computer. It is a game that is designed to be played on a computer.

Hours of other factors like referees, injuries, disciplinary problems, team morale etc. can try to waste the best laid plan of a manager. The PLAYER MANAGER brings everyday realities of a Manager's life, his talents as a manager and a player into a shiny FOCUS. THE FOCUS IS ON YOU.



ANCO

ANCO is a leading manufacturer of software for the home and office. Our products are designed to be easy to use and fun to play. We are proud to be a part of the ANCO family.

AN OCEAN APART

ACE discovers plans for **Robocop II**, **F-29 Retaliator II** and **Comet Command II**...

With Associate Developer in chief records and balance. The Mass. Ocean HQ and Associates looking out to do the same. Ocean has a claim to be the UK's top software house. ACE went on the road to Manchester — as the job developer to investigate an effort to find out how Ocean does it.

A DROP IN THE OCEAN

Perhaps the secret of Ocean's success lies in its industrial Software Manager. Gary In-very 21 year old In-very joined Ocean four years ago and oversees the development of some Ocean titles — deciding on who works on what and how much they get paid. The hardest part of his job is the high pressure involved in meeting deadlines while maintaining quality. "we feel Ocean's quality is OK, now but the things and deadlines are always a problem." The most difficult game Ocean has ever produced was Robocop — The Man on the Armco which was written in an amazing 7 weeks!

Initially there was a team of 8 people working solely on the project. "Usually we were able to iterate various versions in different programming languages — allowing them to work simultaneously" noted In-very. In-very is backed up by a very strong team of 30 highly skilled in-house game developers, and even has people working out in France. Ocean funded a French development team after some French game-writer ST Games left for them. The French company has now produced Operation Wolf, Dragon Pearls, Comet Beach Buggy and is currently working on Robocop and a similar game. In-very quipped "we've had some very nice coding from them, and it gives us the chance to pay over to Paris every once in a while."

SMALL FISH IN A BIG OCEAN

While ACE visited Ocean we were introduced to some of the program users behind Operation Retaliator and Comet HQ. One version is paper 45 and 40 as they are getting the leading features in two months.

John Broadwood was an extremely fast and reliable program user. Looking up to a Stage 51 and Sony CD Walker, sending the 51 and 40s through the mail. In-very gave him a copy of the 51 and 40s. Broadwood told us



Artists have playing in a Dublin Ocean to being an Ocean program.

that Ocean is a test case for the Ocean Developer account from Health. "It's very much tailored for the games developer and for downloading it's extremely easy to use." Broadwood's first ocean

task — apart from getting the computer 30-seconds light — was to test firing the 20+ PC disks. He managed to get a lot of games from the original company. "We got the original sprites from

John Broadwood, then over-scanned them and passed them together they were originally 64x64 pixels." Missing the original features gave them capability was also difficult but Broadwood has managed 1700 levels of damage per minute with a maximum size of 64x64 and 122 frames of animation. Operation Retaliator took him 5 months to write but he says it to "nothing original, just a good start-up." When asked Broadwood refused to comment on the music he was listening to, and after our night-long ACE reporter visited a phone call to see could understand why.

Developer John Gillian was just as exhausted but in a far better frame of mind than his 20-year-old brother — as he's been around the Ocean programming designer — wrote the Retaliator and F-29 version of Ocean HQ. He's particularly proud of



Gary In-very, software manager, Robocop and Retaliator.

"Computer under retirement will continue to thrive for a very long time."

John In-very, ACE

Michael Walker also says from the Ocean at Ocean.



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Your 16-bit friends, the globe-trotting Gamblers in
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The beach is hot with variable service and play
patterns as you take the defence, try a lightning
reflex short smash or set back your service. Jump
back to defend your beach master.

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MIDI MADNESS!

Check out this month's ACE Music Gift guide, and discover how for the price of a few knick-knacks you can forget Kylie Christmas carols and get into some more radical rapping



The leather seaman has a habit of leaving the building music rather cold. No, he's not outside in the snow. He just wishes all his releases would go home so he can sneak back to the bedroom studio for a spot of *Deep House*. To keep your resident solo solo happy by plugging down your local technician shop and buying presents from the guitarist ACE Music. Critique sessions with all the hottest sounds around for your computer. Admittedly the cheaper stuff is for the Apple, but that's only due to the fact that the Amig has so much stuff already built into it. But there's plenty here for users of all machines.

1. DELUXE MUSIC CONSTRUCTION SET

Electronic Arts
PC: Macintosh and Amiga £49.95

A musical notation based music CD-ROM can sound fun to sampled sounds or any MIDI device. Ideal for those of you who know all about Jacks and slots and we don't mean you like to beat hit people. Its music programs go the in the optimum balance of price vs. performance.

2. CASIO MT-540

Casio Electronics
£149

Not a bad sounding little keyboard given that the keys are a bit small. Plays well too. It's got effects (bends and auto etc.) 212 voices. 42 drum sounds and MIDI ports too. So plugs into any MIDI interface and sequencer.

3. ROLAND LAPC-1

Roland
PC board £299

The ultimate music system for your PC. Basically the same LA synthesis engine which lets create the MT-32, but on a card for your computer. You can use it as a MIDI device or for the rich of pocket you can just use it to take to the brilliant sounds of the Sega Games.

4. CHEETAH MD16 DRUM-BOX

Cherish Marketing
£299

It's got digital drum patterns with everything you ever needed in a drummer. It's never late for rehearsal. It keeps time and it doesn't break wind in the back of cramped transit vans.

MIDI with time it will create a complete solution to your MIDI needs. Because it's my personal one of the standard MIDI interface. It's a MIDI interface with MIDI ports, MIDI and keyboard cable (none with keyboard) gives it all in the construction language of control software. Meanwhile MIDI allows you to link your workstation and not only MIDI to your guitar to your key board and control MIDI music more simultaneously.



Although MIDI doesn't transmit, and the ability to control it with simultaneously the system is a pretty sensitive. The means against are not one to see along the way. The smaller space. It's only when because the data is sent so fast that each instrument appears to respond simultaneously. In fact, if you chain several MIDI instruments together, you'll notice a slight delay. You can get around this by purchasing a MIDI patch bay which connects one input and outputs it to one or more other computers.

5. SPACE QUEST III

Chris DeVine
Amiga ST PC Apple II and Amiga, IBM PS

Brilliant graphics, memory which along with Mega Quest II, Ziplined and Leisure Suit Larry II show the finest 3D graphics to create unbelievable sound stages to go with the games.

6. SOUND OASIS

New Wave Software
Amiga, IBM PS

Really, exciting things keyboard disks directly from songs, drums, and convert sounds to MP samples. Mega Masters are all using their sample disks of cheap which gives you access to an enormous library of pre-sampled.

7. SOUND QUEST VOICE EDITORS

Sound Quest
Amiga ST PC and Amiga, IBM PS

Editors/converters for 350 OLD DJAZZ MT-32 TDR11 TR802 R1 R1 and C2 synthesizers. Edit sounds on your synth from your computer on-screen and save from-on-disk rather than expensive 5MB cards.

8. ADEPT SOUND PROCESSOR

Amiga Development
Amiga, IBM PS

Realtime digital effects using special software and modified sampling hardware. Sweeten your demos with reverb, chorus, auto flanging and even labeled delayed-pitch-bending.

9. YAMAHA PSS-580

Yamaha Corp.
C149 PS

Another entry keyboard (the line from Yamaha). Soul keys, yes, but 140 big sounds from an FM bass guitar, 100 PCM rhythms and special effects like portamento (slide to you and up), reverb, sustain and slide to MIDI ports too, so it fits right into your MIDI interface.

10. PRO SOUND DESIGNER

Lotusoft
Amiga, IBM PS

A full featured hardware/software 3rd party synth mix. Everything you need to produce and edit your own MP Amiga samples. Comes complete with ponder bands for A040s and 62000s, on their parallel ports are efficient.

11. ROLAND MT-32

Roland
IBM soundcard, IBM

32 voice multitrack synthesizer, a real band-in-a-box. The foundation of the current music system like the DMA etc. But more notable. Usable with the Game On-Line games as well as a number of other computer games which use MIDI.

12. MUSIC X

MicroMusic
Amiga, IBM PS

MIDI 250 track sequencer with built-in score editors for popular settings and support for SMPTE and MIDI time code. It would cost \$700 for a comparable sequencer. SMPTE/MIDI interface and editor setup. Shop around for special offers.

13. FM MELODY MAKER EXPANDER

Hybrid Arts
Amiga ST, IBM PS

Very flexible cartridge which brings the sounds of the Yamaha FM synth to users of lots same computers. Complete with a real Yamaha FM chip and software for editing the sounds yourself. You can extract the sounds from MIDI using an external keyboard and MT for an any ST even a Stacky out of any resolution color or track, and white.

14. MUSIC STUDIO 2.0

Acuson
Amiga, IBM PS

Music software based editor with MIDI. Freshness, some interesting sampled sounds, and for cheaper than the EA offering. Version 2.0 offers many advanced features, and compatibility with other systems.

If you want to get the MIDI Duet, check out the first two issues of NCE which carries a 100-page guide to the standard. It is available considerably cheaper if you order either NCE music articles or a series of tapes of ACE Presents. If you'd like information regarding field of view, ring up a postcard and we'll let you know as soon as they're available. They make the subject of MIDI perfectly comprehensible and will be included on the revised but long-boarded. The revised introduction to MIDI is also available. The address to write to is: (Post Office Code) ACE MIDI, 28 Cliffway, 224 Large, London EC7B 3AA.

15. CASIO CT-400

Casio Electronic
12291

Several good keys, 400 sounds, 8 effects, 47 percussion sounds plus MIDI bus. A real bargain with cash for the price of a better look alone.

16. DATEL MIDI INTERFACE

Delat Electronics
Araya 124 98

Okay, no you bought an Araya instead of an 801. Don't believe him, but you missed out on a MIDI interface. Don't know about the thought? A device that MIDI interface which works with all Araya 801 packages.

17. YAMAHA R100

Yamaha Corp
1718

Excellent value, superb and true Yamaha with all the guaranteed effects. Comes complete with 16 bit quality and MIDI ports from remote program changes. "Yeah" I want the drum and solo to cut in when I hit the first chord of later sequenced items, man? It's a cord.

18. AUDIOMASTER II

Araya
Araya 124 98

A simple editor to sample from any Araya sampler (up to the Pro Sound that is) and edit it. Just ring it up, you can convert any file format to any other Araya sound file format. (P) Cass, Kase, etc.

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Roland (UK) Ltd

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West Cross Centre
Brentford
Middlesex TW8 9EL
Tel: 01-848-1247

Yamaha Worldwide Music (UK) Ltd

Milton Avenue
Bletchley
Milton Keynes, MK1 1JE
Tel: 029081 371771

Notes on MIDI Machines was compiled by Phil South.



"THE ULTIMATE DRIVING EXPERIENCE"

by GARY



STUNT CAR RACER

The tracks are superbly designed starting with a fairly straightforward but bumps-wild and progressing to such delights complete with massive 10-foot (massive!) jump & roller coaster track that has enough hills to turn the stomach of the hardest drivers. — C & VG

"Quite simply Stunt Car is the best racing game yet seen on a home computer—check it out. — C & VG

"Stunt Car is utterly brilliant and offers adrenaline-pumping gut-wrenching high speed action that will keep you engrossed for months. — C & VG

An action-packed game that had us on the edge of our seats. — TGM



RVF

The motor bike simulator of the Honda 750 RVF. Race on Clubman and world famous tracks.

A near perfect blend of simulation & action. — ACE

"Amazing graphics." — CU
If this, as MicroProse maintains is the shape of the Amiga games to come then everybody should buy an Amiga now! — CU



95% TGM

95% C & V



ACE RATED 4.0/5



C+VG
HIT!



A DIVISION OF MICROPROSE CORPORATION



Asterix from Textant was the company's greatest hit. They also produced the first environmental game, **Samurai Assassin**, by the programmer who was later to give us **Shadow Run**.

Published right on the edge of the PC era, the Amiga was a real game-changer for the UK. Lots of developers were still using desktop PCs to develop, and it was a real thing to be able to write that software on the desktop. Then, in 1987, I started working for the Amiga. It was a real thing to be able to write that software on the desktop. Then, in 1987, I started working for the Amiga. It was a real thing to be able to write that software on the desktop. Then, in 1987, I started working for the Amiga. It was a real thing to be able to write that software on the desktop.

or to someone who would follow a common standard based on the IBM processor. Despite their success in their home market, MSX struggled in the UK. The concept of the MSX standard was not well understood; they lacked software; they were not thought of as computers, and they were priced extremely high – the £44 Sony Sanyo and Matsushita models for example were £300. By Christmas the price was beginning to fall to under £200, and the next year continued into the next year. The manufacturers weren't really destined to launch MSX 2 and MSX 2+ to an appreciable UK user public.



Alan Smithee signs the final cheque for Gemsoft on this May 1984.

FAST falling

Fast! the Federation Against Software Theft was set up in July. Its initial aim was to lobby Parliament to issue the Copyright Act (1988) amended to include computer software as a specifically protected item, a goal which it achieved in 1990. Campaigning support from the software houses, and the dedication of the current chairman, Bob May, has led to its expansion to encompass active investigation of software piracy.

ACTIVISION

founded 1979 in UK 1982

It was a video game manufacturer. Activision turned its attention to IBM Computers and Apple II computers in 1984. The UK division was established in September 1983 and like its US parent company began selling computer titles in 1984. The company has a strong reputation in the field of licensing games, but has also produced some of software's greatest titles such as *Star Trek* and *Little Computer People*. In February 1986, Activision bought out publisher United Software, which continued as a separate label under the name.

First computer titles *Petal* and *Top Gun* £10,000

Best ever seller: *Overboarders* (all formats) released Oct 1984. *Overboarders* is the world's longest selling computer game, with over 2 million units sold throughout its life.

OCEAN

Founded June 1982

Collaboration with US Goli in 1984 pushed Ocean Software into software's first big league. The company was founded by David Ward, who had previously founded up and under outfit Spectrum Systems before merging with publisher John Toft. Spearhead tracks and was the proprietor John Toft. Together with Superior Software, it became the first publisher to acquire a licensed non-UK computer licence – for *Marchback* – from Century Electronics. In 1985, it bought the rights to use the Imaginix name as a label in return years. Ocean has become one of the most consistently successful publishers, with a string of sought

after licenses converted into high quality licensed titles, including the year in distribution such as *Ballon* – the *Blow*, *The Underbelly* and *Chess HQ*.

First title: *Amiga* (all formats)

Best ever seller: *Daily Thompson's Gazette*

MASTERTHORP

Founded 1984

Masterthorp created budget software. Before this, there was Spectrum software cost anything from £5 to £10. Commodore titles around £8 to £10. Then, in 1984, Masterthorp's *Masterthorp* introduced its cheap games into experimental places: motorway service stations, newspapers, grass lawns, courts and supermarkets. In July 1984, Masterthorp joined forces with *Galactic Software* – the *Galactic Brothers* – and the first of the long-running *Simulator* series came out. The *Galactic* series went to *Star Castle Masters* in 1986 to 1987. Masterthorp bought Australian publisher Melbourne House, and in 1988 became part of the Virgin group.

First title: *IC* (all titles, including *Major League*, *Space Wars* and *Space Galaxy*) for the ZX Spectrum and C64

Best ever seller: *Formula One Simulator* (all formats)

US SOLD

Founded January 1984

Grant and Arnie Stone set up Centrowest in 1982 to distribute computer games. Among the titles they handled were *Alan Smithee* and *Commodore 64* exports from the US, which were generally superior to home-grown titles, but proved difficult to sell in £300-400. The Stones tried to persuade the US companies to let them duplicate, package and sell their titles in the UK under the nameplate (and were US Sold). They were set all that succeeded until *Beach Head* from a free trial company called Access, sold at retail quantities and convinced the financial publishers that this was missing out. So the US Sold catalogue grew. The *Beach Head* series led to deal with computer to British publishers and Ocean chief David Ward and Jim Woods became founders of US Sold. *Beach Head* was the first title to be converted up to the Spectrum, and remains one of US Sold's best sellers.



Spacefire's Emerald Isle. Later the company moved over to dedicated adventures.

Who said this? ... and about whom

"The most prolific and inventive voice in computer game development in the world."

Birth of the Amiga

When Jack Tramiel, the high-profile founder of Commodore International, set the Amiga design in January 1982, it was a grand vision to create a computer. One of them was the price: not that before the year was out, it was to be the first of the Amiga computers. The Amiga was a real thing to be able to write that software on the desktop. Then, in 1987, I started working for the Amiga. It was a real thing to be able to write that software on the desktop.

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Neil and Anne Brown - founders of Commodore

in the day US Gold introduced Dutch games to Euro's sports peninsula and to Leadhead's to Marston's fight simulators, to SSI's role-playing games, and more recently to cheap conversions from Cocom and Sage. It was also the first company to make \$9.99 the standard price for computerized sites and £14.99 on-disc.

First title: Beach-head Commodore 64

Best ever seller: Goblins (at launch, with over 500,000 sales)

EYENTS

• British Telecom announced in November that it was going to fold its many old Plessey security products following the discovery that military hackers had broken into machines, including that of the Duke of Cornwall.

GAMES OF THE YEAR

Best DRPG - first of the space combat and trading games and equally odd the best: British Telecom bought the distribution rights in November

Jet Set Willy (Spectrum) - long awaited follow-up to Black Mirror. 2DF was really simple platform and tool dev, but it shined brightly for its playability and programmer Matthew Smith's sense of humour

Levels of Misadventure - strategy megagame style game with vast number of locations, startingly begun at the time

Flight Lane - probably Ultimate's best ever. With Flight Lane it revolutionized Spectrum programming by creating highly detailed solid graphics, but each scene in a single colour against black - thus avoiding the Spectrum's notorious attribute clash

SAYINGS OF THE YEAR

QL production

He had an idea of what price the machine was going to be sold for - which set the parameters for the hardware. He couldn't break out something really. On the other hand, he said I have time to produce a QL from 10000

Chris Hill, Commodore Software, on the origins of the CPO664

We want MSX to become a world standard in computer use. We're not in a rush

Chris Green, Toshiba UK product manager

1985

ARRIVALS AND DEPARTURES

In 1985, memory chips were cheap and manufacturers took advantage of it by upgrading their computers. The Commodore 64 became the Commodore 128, the Amstrad CPC644 became the CPC664 - and four months later 664 buyers all had collective whistles when the CPO664 appeared at the shops. How proudly invited to ride 64 hardware



The original Bruce Lee game from Software - it has very little to do with the original Software Techniques release.



to 664 LSI in January. The original 64 games converted two drives (to 128K, 192K and 512K, 512K) and the disk drive was separately housed rather than built into the keyboard. The 64s were really polished in hardware performance, at a third of the price. The 192K was to be priced at \$299 and the 512K at \$399

Commodore's Amiga was also launched this year at a high-profile function in New York in July, and in the UK at the PDR show in September when it was shown to a select few behind closed doors. Like the 64, the Amiga's exact configurations remained fairly hush until it eventually became available in 1986. Commodore, however, spent much of 1985 trying to force attention on to the CL85 - with only partial success

While Alan and Commodore were watching the home computer, Amstrad took an entirely different route with the PC68256, creating a completely new market for cheap word processing. Forward to the next issue finally gave us the right idea: word into member 194

I had trouble in working with the CL85 - it was not clear how much was going to be done. I had to be in the UK before coming to notice.



Legend of the Ancients originated, still going strong in later incarnations.

NEWCOMERS

PROGRESS

Founded 1985

Progress was not up of the scales of Imagine Software with high efforts to create material was to develop software for the emerging 16-bit market, and

while the Atari 2600 and Intellivision were being talked about they weren't yet available. So first titles were produced for the QX and Apple Macintosh. The success of the QXline got noticed but stated that Progression didn't had to compromise its initial philosophy, although he did mention that in retrospect they were fortunate to start with 68000 programming architecture, and with thought, wouldn't do it that way again. **Final title:** *Sevensies*, Apple Macintosh. **Best year seller:** *Softwarer* (all formats).

EVENTS

- The generalists that characterized Band Aid and Linn Art did not leave the software industry unmoved. Soft Art was concerned at the beginning of the year with its competition tape sponsored in March. Companies such as Elite Adventure, Taskcat, Vegas and US Gold released their games at the time time of change. Soft Art went on to become the best-selling title of the year and raked over \$150-200 for the final Art fest.
- In April, publishers invented computer publishers Space East and Robert Johnson at Berkeley and considerable changes leading to the Prested Publishing incident (the previous year (see 1989)).

Who said this — about what?

I was told I had six weeks to do the game. I was lucky I'd just been the mouse and I realized (throughout) that I should be able to write my own software to fit the game better later.

- On a slow day in January, the Qline Editor and the other visitors launched the QX release which, by April the production time at Progression (which was cut back from 1,000 QXs a week to 300). In August production ceased altogether and in October the receiver was mailed in to further "shrink" around 4,500 QXs were sold in total. *Sevensies* (repack) was 200-250 in the first year.

- Acorn had to be seriously rescued by Gower — twice. Its shares were suspended first in February and were then restored the same month when Qline took a 40-20 stake in the firm. Then in June the shares were suspended again and in August Qline came to the rescue again. At start of Acorn rose to 70 p.

- It will still be inevitable that all the magazines were able to report some good news about Acorn that year.



Macintosh's *Procedural* seems to prefer to take classic strategy about strategy.



Plinko II — one of several tremendous Apple titles, but even games like this often slip the company from steady publication in 1989.



Computer giant of 1989-1990, *Softart*, is *Sevensies* (above) the winner. *Sevensies*.



This *Sevensies* screen would hold a clue to *Sevensies* — see the photo at the bottom of the page.

month when the hologramed manufacturer announced that it had developed the first production models of the 32-bit 68030 processor.

- Before year ends, Dave Sinclair Research announced in the US games market was in trouble. Production of the QX and Spectrum were halted development work on future machines seemed to have slowed to a halt. The company admitted in June that it was looking for finance and later that month Robert Maxwell first loaned out of every newspaper in the land to announce that it would help to do brand Sir Dave out of the present loan. This was before Maxwell had seen the Sinclair accounts. Surely it was to late the deal was off. Sir Dave responded by saying that the brand name value for a 20 million worth of Spectrum QXs and TMs, should a rescue was no longer necessary and that Sinclair Research would soldier on in its own.

WHERE ARE THEY NOW?

Malbourne House

In 1989 Malbourne House was going high with *Play of the Coding Fat*, a monster summer hit which was one of the first of an exciting series of mental arts games and success it hasn't repeated since. The original Malbourne House was set up as a QX software publishing house in 1982 for Australia-based Fred and Alison Morgan. Product was sourced mainly from the Michigan-based Software in 1985 Malbourne House became part of Malbourne and today still remains a label within the Morgan-Malbourne group. In Australia *Softart* is now a R redeveloped developer and works actively exclusively on Nintendo games for the Japanese and American market.

GAMES OF THE YEAR

Play of the Coding Fat — several mental arts game which did a roaring trade of summer long.

Intersect — the first game to give an indication of what the 16-bit market might be capable of.

The Puzzle — created it on the QX line in the year but produced much for the future of the trademark adventure and for developer Magnus Smith.

SAYINGS OF THE YEAR

Business is war

Business is the war. You have to be ruthless. Jack Trammell. The Trammells they don't teach you at Harvard Business School.

What is the best... The best game is the one that is... (The text is partially obscured and difficult to read.)

"THE BIGGEST GAME EVER" GAMES MACHINE

The Crystal



"The most impressive looking, dramatic, action game and fantasy game they have ever made on the computer."
Amiga World

"Amazing, almost unreal, fantasy world... superb graphics... professional and successful development."
Amiga

Amiga, you're an adventure game. Strategy, action, bits and pieces about "average" all together in this unique fantasy of crystals and diamonds, a far-away universe and a quest for the master of MISTAK of Amiga. The Crystal is the best of its kind... An experience never played since Amiga day.

"EASY AND WELL WORTH IT FOR!"
Amiga Magazine

"THE PHENOMENAL AMIGA BEST-SELLER NOW AVAILABLE FOR ATARI ST & COMPATIBLE PC'S."



"The biggest game ever... complete fantasy... superb graphics...
Amiga

"A superb game... superb graphics... superb...
Amiga



Contains FREE poster and manual.

SCORES BY:

THE CRYSTAL (AMIGA)

Computer Games Week	80%
Computer Game	88%
The One	88%
C&EG	78%
Games Machine	88%
Top	88%



Amiga, Atari and PC compatible.
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ACE NEW WORLDS

PAT WINSTANLEY CHECKS OUT THE LATEST FANTASY SOFTWARE

MANIAC MANSION

After the enormous success of Zak McKracken, U.S. Gold/Lucasfilm have revamped Maniac Mansion on the Amiga...and it's horribly good!

Have we got again? Well, to talk about not only two games but separate it within this month for them (shuddering), it's The House Of Sins and having my hat out to Maniac Mansion On top of that, the first but not in my pocket game at the store which got paid to me hood of kidnapping, Onions of Fines - why on earth don't programmers allow for keyboard use even emergency?

House of Sins which Steve Cohen has already reviewed in these pages, was actually a bit of a disappointment, so to solve the space problem I've had a bit with next month. Meanwhile, here's a blast from the Lucasfilm past - and a very nice blast it is, too.

MANIAC MANSION

The game actually appeared in issue 2 of ACE on the C64 and has now resurfaced on the Amiga. It's a typical Lucasfilm wackadoodle adventure, similar in programming style and presentation to the very successful Zak McKracken (which is actually a later product). The huge sales of Zak are probably reasons for the sudden reissues of the earlier game.

Tomor can be treated in all sorts of ways when applied to adventures. House of Sins and Maniac Mansion takes the bloodcurdling, sophisticated approach while Shogun and other adventures are more straightforward. Maniac Mansion shares yet another way of doing it - after a manner.

Set in Dr Fred's old mansion (he still resides around a mansion which he kept nearby and has a nice cement all sorts of things which is the mansion's surroundings, left animal and vegetable. Dr Fred appears to be dropping his letters and now he has captured Sandy the sweet character from the local college. Your task is to control Sandy's boyfriend Steve and try to find friends in their attempt to rescue the helpless beastly.

The game is entirely mouse driven using the Lucasfilm system seen in Zak and Indiana Jones. All available commands are shown on screen so all you have to do a click on the area you want to build up a command. Each of your three characters is independently con-

trolled simply by clicking the one you want. In many parts of the game you'll need to have all three but if you don't have them you'll be in a bit of a bind. This one character is needed to find some other using a hidden switch while another enters, the case.

Characters of the mansion include Dr Fred himself, his sympathetic wife Nancy, Edna and their son Ed who has a passion for his slightly modified car and his ever present hammer. If any member of the team that should run into you you'll need to think fast to avoid being thrown at the dagger.

Puzzles include removing keys from one, creating keys, finding giant green tentacles with wadded appendages, creating a stone to allow you to make opposite calls and opening hidden doors, sufficiently well to avoid using the game completely well. But, as I don't want to ruin the nuclear reactor in the cellar to go into madhouse, everything for miles around!

Dev's two computers are chosen from a gang of six sets each with their own local area. Some puzzles in the game have different pos-

sibilities than us being that I watched them over and over again. Especially one where Dr Fred is giving military commands to a giant purple tentacle.

One nice aspect of the system employed here is the Amiga's mouse, which is a nice amount of that swapping is required. They offer simply attempting an action which you do, a mouse response (such as OPEN) (CLOSE) produces a prompt to read files. If your next command puts a valid number you have to change discs again. I would guess that a two disc system would get around the problem but it's annoying for us players with very basic systems. According to the documentation, both ST and PC users with larger capacity discs can combine both discs into one and all three versions support the use of a hard disc.

RELEASE INFO

	175A	175A
AMIGA	175A	175A
CGAT 28	175A	175A
IBM PC	175A	175A

LANDSCAPE

Beautifully done, this landscape is a nice amount of that swapping is required. They offer simply attempting an action which you do, a mouse response (such as OPEN) (CLOSE) produces a prompt to read files. If your next command puts a valid number you have to change discs again. I would guess that a two disc system would get around the problem but it's annoying for us players with very basic systems. According to the documentation, both ST and PC users with larger capacity discs can combine both discs into one and all three versions support the use of a hard disc.

SCENARIOS

Interesting with that other and the game, which is a nice amount of that swapping is required. They offer simply attempting an action which you do, a mouse response (such as OPEN) (CLOSE) produces a prompt to read files. If your next command puts a valid number you have to change discs again. I would guess that a two disc system would get around the problem but it's annoying for us players with very basic systems. According to the documentation, both ST and PC users with larger capacity discs can combine both discs into one and all three versions support the use of a hard disc.

CHALLENGE

This area is a nice amount of that swapping is required. They offer simply attempting an action which you do, a mouse response (such as OPEN) (CLOSE) produces a prompt to read files. If your next command puts a valid number you have to change discs again. I would guess that a two disc system would get around the problem but it's annoying for us players with very basic systems. According to the documentation, both ST and PC users with larger capacity discs can combine both discs into one and all three versions support the use of a hard disc.

SYSTEM

Very easy to use with the convenience of multiple disc, which is a nice amount of that swapping is required. They offer simply attempting an action which you do, a mouse response (such as OPEN) (CLOSE) produces a prompt to read files. If your next command puts a valid number you have to change discs again. I would guess that a two disc system would get around the problem but it's annoying for us players with very basic systems. According to the documentation, both ST and PC users with larger capacity discs can combine both discs into one and all three versions support the use of a hard disc.

ACE RATING

8.50

Buy it, Buy it, Change (characters and also it's a nice amount of that swapping is required. They offer simply attempting an action which you do, a mouse response (such as OPEN) (CLOSE) produces a prompt to read files. If your next command puts a valid number you have to change discs again. I would guess that a two disc system would get around the problem but it's annoying for us players with very basic systems. According to the documentation, both ST and PC users with larger capacity discs can combine both discs into one and all three versions support the use of a hard disc.



table - ratings depend on upon the characters at your disposal. Edward the physical is a whiz at electronics while M-chief is an accomplished photographer. I haven't yet figured out what Jeff the beach-bum is good for - he can't really work, remove the radio from the swimming pool so he won't get wet!

As time during the game action is suspended while a predetermined sequence elsewhere in the mansion is shown. Issues often provide useful clues to the way round specific problems and can be skipped at the touch of a button if you've seen them before. Personally I

OKAY TENNIS ACE

NOW'S YOUR CHANCE
TO COMPETE WITH THE BEST.

Pro Tennis Tour - The Ultimate Tennis Simulation puts you 64' amongst the best tennis players in the world. Get your sights on each championship as the Australian Open, Roland Garros, Wimbledon, and the US Open. Step into center court, tighten your grip and prepare to serve up your best shot. The Tennis Tour is about to begin.



Warm up in one of the practice programs, build a big lead level of increasing difficulty. **Put away** those old 16-bit games that have never gotten close, and enter exciting tennis games.



Reach the net with confidence, knowing you can outpace every pro you meet there. **Test the traditional** but as you challenge your old opponents and make your way to the top!



- IBM
- AMIGA
- ATARI-ST
- C-64 (no disk edition)



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Entertainment Software

IN THE PINK

THE ACE DIARY100

Every month, we give you the dates you need to know for the coming weeks. Watch out this time for Martin Luther Game day on the 15th January and – a bit more interesting – *Dungeon Master* on the PC! Don't forget, if you've got something to shout about, let the Diary Editor know at the usual ACE address (see page 4)

ACE DEALS101

Somewhere, there's someone offering a special offer. Each month ACE tracks down the dealers who've got something to give away – and there just might be one round the corner from you. Check the ACE DEALS page to find out.

GAMES YOU HAVE TO HAVE102

A shorter section this month due to lack of space, but we've still managed to include full details and mini-reviews of arcade style games, adventures, puzzles, and 'specials'. These are the titles you just can't afford to miss.

ACE UPGRADE VOUCHERS113

This month, due to the demand from the last issue, we're extending our £20 upgrade offer,

and also including increased discounts on memory upgrades and external disk drives for 16-bit owners. We'll also be expanding the voucher system in the near future, so stand by for yet more bargains in 1990.

DICTIONARY COMPO114

Stuck for something to do on the cold, wet afternoons? What better than a game of the hugely popular Dictionary. We've got five Dictionary board games to give away to five lucky readers – all you have to do is answer some ridiculously easy questions and pop the entry form in the post. Just to keep us up to date with our readers, there are also some survey questions on the form. Fill them in and you could qualify for an extra mystery software prize.

THE ACE CROSSWORD118

Back after a long absence, the infamous ACE crossword returns for another stint of regular appearances – and with the right grid!

FORTHCOMING ATTRACTIONS120

We have news for you: ACE is going places in 1990, and we want you to come too.

THE GAMES YOU HAVE TO HAVE...

SOMETIMES YOU KNOW YOU'VE GOT TO FACE UP TO THE TRUTH: YOUR SOFTWARE COLLECTION IS GETTING YOU DOWN, YOUR DDD'S SICK, YOUR FRIENDS ARE CONVINCED IT HAS YOU THAT LOST THE WINNING POOLS COUPON, YOUR MOTHER HAS DECIDED YOU NEED TO CHANGE YOUR IMAGE, AND YOUR GIRLFRIEND (OR BOYFRIEND) HAS JUST BEEN EATEN BY A ROTTWEILER...THERE'S ONLY ONE THING FOR IT: GO OUT AND GET A NEW GAME. AND TO MAKE SURE YOU REALLY SEE THE BRIGHT SIDE, HERE'S A LIST OF GAMES YOU'VE JUST GOT TO ADD TO YOUR COLLECTION.

ARCADE STYLE

Including coin-op conversions, games with a high fun factor and plenty of addictive action features in this category.

ARKANOID

1986 by Atari
27 950 ■ 27 950 ■ 27 950
27 950 ■ 27 950
28 950 ■ 27 950 ■
28 950 ■ 27 950 ■
28 950 ■ 27 950 ■
28 950 ■ 27 950 ■
27 950

Converts coin ops

Advanced the concept of "to turn the lines up and down" the classic Arkanoid. Simple and repeat: the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.) The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

BOUNDER

1986 by Atari
27 950 ■ 27 950
27 950 ■ 27 950
27 950 ■ 27 950
27 950

A great crash bouncer, simple and very addictive. The game takes you to bouncers from one pit to another, high above the earth's surface, working vertically. Land you're not supposed to, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

BUBBLE BOBBLE

1986 by Taito
27 950 ■ 27 950
27 950 ■ 27 950
27 950 ■ 27 950
27 950

Playfully, it's the only one of the bubble-popping games that's not a coin-op conversion. It's a fun and addictive bouncer that's simple and repeat: the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

CONQUEROR

1986 by Atari
27 950 ■ 27 950
27 950 ■ 27 950
27 950

One-handed, it's your own best friend. The strategy is simple: defend the enemy's base and plan your strategy for the next game. It's a fun and addictive bouncer that's simple and repeat: the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

ELIMINATOR

1986 by Atari
27 950 ■ 27 950
27 950 ■ 27 950
27 950 ■ 27 950
27 950

Simple and addictive, the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

EXOLON

1986 by Atari
27 950 ■ 27 950
27 950 ■ 27 950
27 950

Simple and addictive, the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

NEW ZEALAND STORY

1986 by Atari
27 950 ■ 27 950
27 950 ■ 27 950
27 950

Although simple in concept, it's a fun and addictive bouncer that's simple and repeat: the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

ODDS

1986 by Atari
27 950 ■ 27 950
27 950

A magnificently simple game. The Odds are simple and repeat: the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

PITTOP 3

1986 by Atari
27 950 ■ 27 950
27 950 ■ 27 950
27 950

Simple and addictive, the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

POWER-BROOME

1986 by Atari
27 950 ■ 27 950
27 950

Simple and addictive, the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

PURPLE SANDY BAY

1986 by Atari
27 950 ■ 27 950
27 950

Simple and addictive, the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

RAINBOW ISLANDS

1986 by Atari
27 950 ■ 27 950
27 950 ■ 27 950
27 950

Simple and addictive, the player's ball bounces off the top of the screen, and you'll find it's pretty simple to get into trouble. The ball will do everything from take off to go to the moon. It's that simple. (The ball is controlled by the left joystick, and you'll find it's pretty simple to get into trouble.)

ACE UPGRADE VOUCHERS

For 8-bit owners who want to upgrade to ST or Amiga....and 16-bit owners who want something extra for their machine: a RAM upgrade (Amiga only), or external floppy drive.

Here We Go Again!

We had a great response last month to the ACE Upgrade offer, so even decided to extend it and offer some even better deals. Not only that, but we're also using a regular voucher saving system in the Pink Pages which we hope to be able to kick off next month, so keep your fingers crossed!

WHAT'S ON OFFER

This month we don't offer free savings of £20 on both Amiga's and ST's. Not only that, but to use the extra Shekhana will give you a free mouse mat (worth £5) to go with the machine. This means that the Amiga 500pack which normally retails at Shekhana at £299.99 (inc VAT) will now set you back only £279.99. For the same price, you can go for the ST Powerpack if you prefer.

If you're already in the 16-bit club, you can opt for a very useful external drive for either the ST or the Amiga, and here we've been able to further reduce the price, so that your voucher will now get you £25.00 off the normal Shekhana price of £99.95 for the drives. Amiga owners should note that the unit is a quality W.C. drive, complete with fire port and multi-walk, the ST drive is also top quality, though the make may vary depending on the supplier's stock at the time of your order.

Alternately, Amiga owners get another option, a 0.5Mbyte memory upgrade, again at a saving of £25 off the usual Shekhana price. This will set you back £74.95, or - if you want the added bonus of a better clock - £84.95.

Use Voucher Number One for reference when upgrading either an ST or Amiga, and Voucher Number Two for the other options.

VOUCHER NUMBER ONE

This voucher entitles the bearer to £20 off either an ST or Amiga when purchased from Shekhana Computer Services.

Only one voucher per household. Offer expires February 29th 1990.

The voucher may be returned in person at:

2, Shepherd Walk,
High Road,
Wood Green,
London N22 (opposite Top Book store)
Tel: 01 893 9442

or by telephone from:

Shekhana ACE Voucher Offer Team
101 Green Lane,
London
W8 0GY
Tel: 01 840 9345 or 01 840 2907

VOUCHER NUMBER TWO

This voucher entitles the bearer to any ONE of the following discounts:

- a second disk drive for Amiga or ST for £74.95 (normal price £100)
- a 0.5Mbyte Amiga RAM upgrade for £74.95 or £84.95 (with clock) (normal price £100/£130)

Only one voucher per household. Offer expires February 29th 1990.

The voucher may be returned in person at:

2, Shepherd Walk,
High Road,
Wood Green,
London N22 (opposite Top Book store)
Tel: 01 893 9442

or by post order form.

Shekhana ACE Voucher Offer Team
101 Green Lane,
London
W8 0GY
Tel: 01 840 9345 or 01 840 2907

FORTHCOMING ATTRACTIONS

ACE is going places in 1990. Here's how, and why...

As a reader magazine magazine, we find it hard to set our readers and to the fact of it being 10-15 years old when we first set up. But as for us, our advertisers are interested in what we do. It's not a day to spend the week when you're the most important person in general. Here's how we're going to do it.

First, the ACE Community. There have already been a number of magazines in the magazine, but here's the first one. Each month we'll be bringing in better news, between a major software house and ACE. Next, we'll have a new magazine for a month - they'll be 10-15 subscribers, other readers & then to submit a magazine from the magazine and pay a reasonable amount (probably around £10). Launch and then we'll be able to do it. The only thing is the whole thing is that place will be clearly better as all letters will be allowed as they're a fantastic first step.

The ACE Community are designed to get your voice heard with the people who make the games, you're a writer, offer suggestions, advice or other things as they tell you they go ahead they really. Community members as well as well for the future success of the industry.

Second, we also need to communicate to the rest of the world. In this way, ACE is part of the ACEP (The ACE Group) - writing to control the support in computer games as well as available. This is a good deal and you'll find ACE closely aligned to the results of our efforts on the ACE pages.

Not only that, but ACE is also going to set up a series of conferences with people from the UK and other countries, taking them all about computer games and supporting them in what the different industries can offer together. Here at ACE we believe this to be particularly important, since it's the only time computer games will be able to be exhibited to all some modern computer games that we can't see working together. We'll have a lot of time that we can do the best promotion out of the opportunity. If you're interested in doing part and are involved in the UK or other places get in touch with us at the editorial address on page 4 (see below) for more info.

Last, but not least, we've got some special events in store for ACE readers in the pages of the magazine. We're offering to provide the industry news for readers in what we call the ACE Community. We'll be providing a list of people who will be the most interesting and the most interesting to you and already do.

Finally, we're introducing new software in the magazine this year to make ACE as an even more interesting purchase in that position for anyone seriously interested in computer entertainment. The contents will include:

• **ACE MAGAZINE**
The new software in the UK is going every month. ACE MAGAZINE and ACE GAMING, supplemented by regular features, is the monthly of the magazine. The ACE MAGAZINE will cover a complete look-into guide to the community of ACE. The ACEP team will be a focus back to benefit from them, rather than just on a year you're looking at what's going on in ACE, making you to make your own informed decisions as to whether it's something you want to get involved with. We think you will.

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NEW GAMES SECTION

We're already thinking about designs on the future right. From your words to the top of the Software section, ACE already has a reputation for exclusive feature articles, including the latest PC games. Next month we'll really show your words off with a glowing feature, a new way of looking at what we call the ACEP, your money is well spent. One of our best games section that looks at what's interesting in the normal world, and how to find a better magazine. Next month's issue will be the latest on Software. (See page 4 for more info)

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ADVERTISERS INDEX

Amco	83	Microprose	67,90,51,52,	Sublogic	55
Acolade	25	53,59	Serv-U	107
Digital Integration	45	Mimorsoft	6,30	SDC	116
Domark	14	MCD	110,111	Shekhana	108
E A	19,35,47	Megaland	104,105	SE Kent	118
Evesham	115	Mail Centa	117	Telegames	118
Elite	17	Mention Tech	112	Tynesoft	64
Future	78,79	Medusa	112	US Gold	OBC,10,11
Gremlin	75	Ocean	JFC,IBC,20,	Virgin	22
Graphic Music	85	21,70,86	Worldwide	117
Intermediates	109	Phem	95	UBI Soft	58
		Paynoas	26,68		
		Rapid	112		

The BLITTER END

MICROS CAUSE SLEEPING SICKNESS!



Q Within six months, I have a good idea what the rest of my life sleeping my little life will be like. The Japanese work in their own kind, the factory with lot sizes, flow lines, three minutes of Commodore Zero, and quantities that I believe will be able to give the yellow Mercedes Benz, it is 1985, if I should sleep in a room on all out attention on the UK. He has to work a second shift. It will be revealed to teachers during 1985.

ACE reporter is in a position to reveal whatever the device is, question Commodore has come up with a software, though that sits at the back of any UK-produced machine and defies the high-frequency oscillations cut out by the Japanese RTY (AC) some chip much used to control. As soon as it picks up the frequency of a single or a modulated signal after

to the time frequency of the user, sending them instantly to sleep. The photograph above shows an early trial. The signal is composed out of the left, with motion control has deleted 40,000Hz. The signal, emitted from MD's SAM micro for the night. The programme (to Jempton) has collected records. Back to the drawing board folks.

Talking of the MD's SAM company PR executive Bruce Curran has offered us that the old MD Monitor is now to be replaced by the All-Formal Computer Fun. It will be used at the New York Computer Fair in February 1985, does have 100,000 and admission is \$3.00. All machines including of course the SAM will be supported. Bruce tells us that this will be

just 1000 and 10000, left of things on SAM. A well-deserved review. It is too soon.

We thought it was an impossible task, but good old Angus Deane Scotland has managed to survive over last month's snow-slaying crisis. He's 10000, they tell us, it's a software implementation of 10000 for the Amiga range of computers. At the DEC User Show '85 Deane was demonstrated on a DEC window clients running on a VAX/3800. It plays an Amiga II server. Communication was established using an infrared telescope. He's a top Commodore's secret weapon at not a 10000 after all. Just an Amiga Deane Scotland isn't it, is it? Could it be that piece of paper under the desk in the photograph?

Jerry Hall, Deputy Advertising Manager, tells us that he recently gave birth to a beautiful baby daughter. She weighed seven pounds or so, and Jerry's wife Cheryl was so surprised to be a boy. I never knew he had a firm side told us. Those of you who want to be the winner, however, are asked to be the last of the year. Steve Cooney gives birth at least twice every time we go to print.

Bill Blair

TRIALS AND TRIBULATIONS

Last month we introduced a bumper book for an occasion. To start with we printed the early forms for the Bookmarket, and the second gave the death to an January 7th 1985. So what? Well, it's just had gone to mean that the copies are due in AT&T. The next issue has appeared in the shops, which means that producing next month's two games and software reviews isn't going to be a great thing, is it? You can just look them up. Well, we're such decent folk that we'll stick by our guns and order All I can't arrive in the time zone. First one out takes the cake. That's there was the number for Amiga at the ACE Diary - the special word 0177 333333, and NOT 0000 333333 as you will. Apologies to all concerned.

And finally, the second issue of the Great Software 1, whatever we called very impressive, should definitely NOT have been zero, but eight. Since the rest of the one bright night on an otherwise gloomy review. We double and that we should have slipped up. The wrong system depends to zero and in the rush the correct value wasn't entered.

NEXT MONTH...

Next month ACE brings you an armchair ticket to the greatest computer show on Earth: CES in Las Vegas. John Cook will be giving you the low down on all the latest American widgeys. Check it out, or remain trapped in the '80's for ever!

We're also hoping to bring you exclusive coverage of a new CD-ROM entertainment computer, and an interview with Terry Pratchett (author of the Discworld books). Best of all, however, has got to be the new ACE sections (see page 120), including the revolutionary new Lighting Analysis: a whole new way of looking at games that takes the PIC concept originally developed by ACE right into the '90s. Get wise, get your copy, and get back to the future.

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